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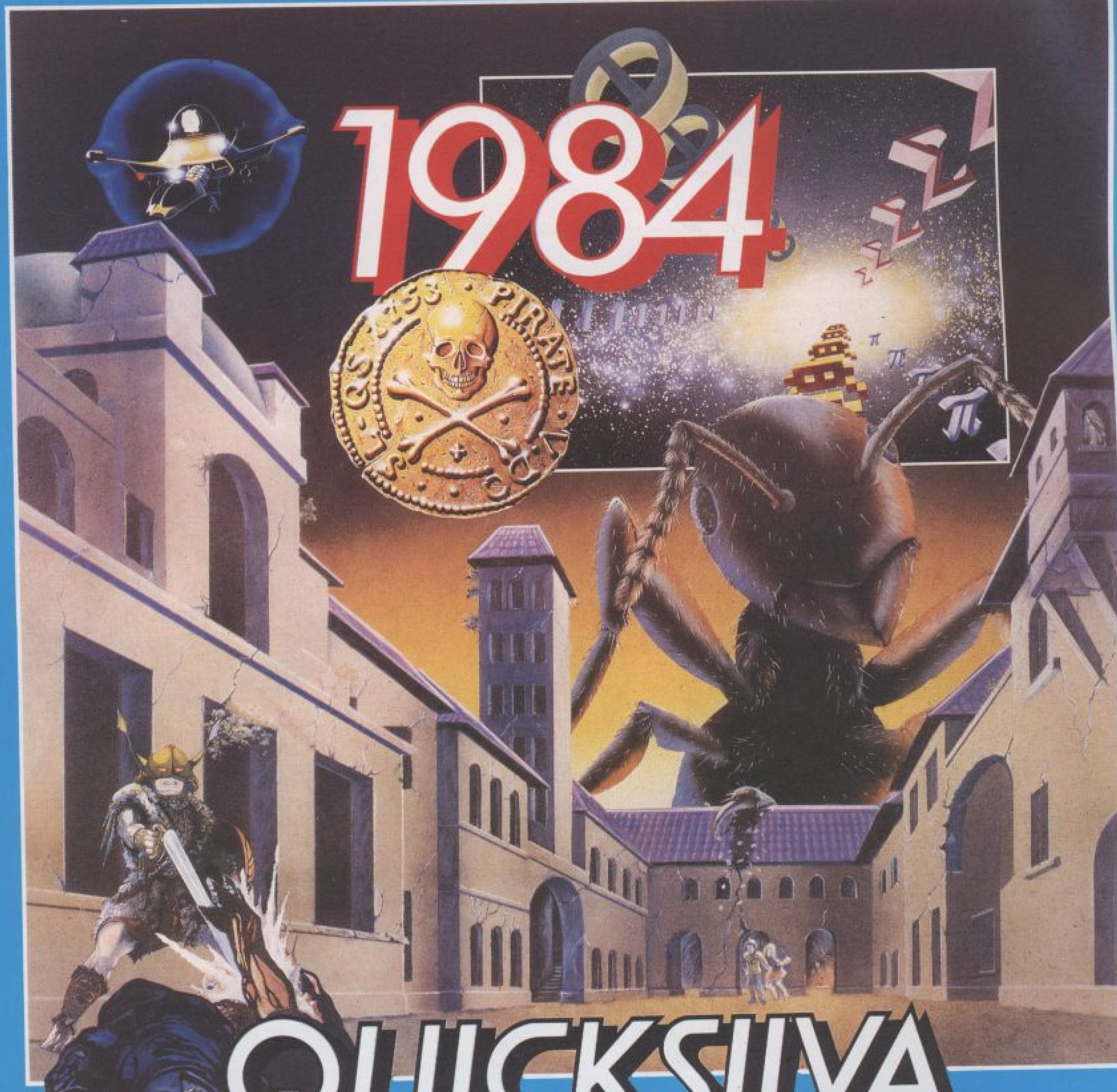
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1984
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FEATURES





LISTINGS





NEWS AND REVIEWS





the LLAMA has LANDED!

...... and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter. Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

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48K SPECTRUM

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"Boing" .... Zebedee

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ABOUT THE ATARI

Dear Sir,
With regard to John Keogh's letter in the March edition of *C&VG*, I have no wish to complain, only to elaborate on a point he raised.

In his letter he mentioned that the Atari computers have over 1,000 items of software. But — and let's face it, it is a big but — how many of these items can we Atari users actually afford? I would say that around 90% of this software is American and therefore expensive.

This brings me to my second point. Actually this is more of a plea to the best of the English software houses e.g. Ultimate, Ocean etc. It has been proved by a few software houses that Atari Software can be sold at reasonable prices. Imagine and English Software, to name but two, have done just that.

So why is there still a drastic shortage of cheap software for the Atari? I agree that a few Atari owners think that if it's under £20.00 then it's not worth buying and more fool them for missing out on excellent American-quality games, like *Gridrunner* and *Diamonds.*

But most of us are more than willing to buy cheap software even if it isn't American quality. So come on all you software houses, give us some good, reasonably priced software — you can be sure of our support because we just can't afford to pay £30.00 a go.

And a word to all you Atari owners. If we get the support from these software houses then we must buy their goods, and the more English software we buy may encourage the Americans to drop their prices. For instance, Centresoft have just halved the price of Zaxxon and others will follow if their sales drop because we are buying English goods.

Please support the existing and the new Atari software. Co-operation between users and software houses leads to more software and ultimately to more people being persuaded to buy the machine.

The Spectrum is a case in point, so let's make the Atari a best-seller. The fate of the machine lies in our, and the software houses, hands.

Alan Pashby,
Bransholme,
Hull.

COMMODORE QUESTION. . .

Dear Sir,
I own a Commodore Vic-20 and later I hope to own a Commodore 64 or a BBC. Please could you tell me, if I had a Commodore 64 and I bought a book with Vic-20 games in it, could I use them on my Commodore 64 without changing anything in the listings? Also, would the games be better or the same on the Commodore 64?

Nigel Pearce,
Dudley,
West Midlands.

Editor's reply: I'm afraid that you wouldn't be able to take Vic-20 programs and run them on your CBM 64, Nigel. Some Basic Vic programs which don't use Peeks or Pokes may be OK, but for the most part you'll probably have to convert the listings to run on your 64.

EXPANDING PROBLEMS

Dear Sir,
I recently bought a software tape called *Myriad* from Rabbit Software for my Vic-20. The tape requires a 3k memory expansion which I do not have. I do however have a 16k expansion and thought that, as 3k is less than 16k, it would run on a Vic + 16k.

It didn't. I have now discovered that when you expand the Vic above 6.5k the memory and screen locations change which is why it won't run with my expansion. So now I am stuck with a tape that I cannot play and, as 3k memory expansions cost over £25, I do not feel inclined to buy one just to play this game on it.

What I want to know is: is there any way I can play *Myriad* on my Vic + 16k?

Does this exact memory rule apply to all other Vic tapes as well?

Michael Brown,
Helston,
Cornwall.

Editor's reply: I hope you haven't wasted your money on your *Myriad* game. I may be able to help you change your 16k RAM cartridge into a 3K RAM cartridge. It has a slim chance of working so fingers crossed and here we go:-

```
POKE 641,0:POKE 642,4:
POKE 643,0: POKE 644,30:
POKE 648,30:SYS 64824
```

BAD NEWS FOR VECTREX

Dear Sir,
I am writing in reply to S. Hansford's letter about the Vectrex Games System. The instructions for Minestorm definitely have an error in them because I have reached Minefield 64 and no new universe has appeared.

There is also a very large bug in Fortress of Narzod. When I reached the Mystic Hunter with five lives left and killed him, I got an infinite number of lives! This carried on for I don't know how long but I managed to reach level four before I had to go for my tea. When I came back the machine had reset itself!!

Also on Scramble, when you are going through parts of the maze, you can bomb through the walls.

Vectrex games are even better than ColecoVision games for discovering bugs!

When will the Vectrex carrycase, 3D Imager and Computer adaptor be brought out?

M. Bocock,
Louth,
Lincs

Editor's reply: In fact Vectrex is being pulled out of the UK market and will only be available as long as present stocks last. This means that there won't be a carrycase, 3D Imager or computer adaptor.

KEYBOARD CONTROVERSY

Dear Sir,
I am very tired of hearing people criticise the Spectrum keyboard. Look at the Jupiter Ace or the Aquarius or even the CGL M5. Their keyboards are made of rubber and they are worse to type on — apart from the CGL M5 — yet I haven't heard any reviewers calling these keyboards "dead flesh" yet!

James Mitchell,
Haywards Heath
West Sussex

PLEA FROM THE POCKET!

Dear Sir,
I am writing to tell you about a problem I am sure many people have. You buy a new computer game, take it home, load it and find out that you could have written a better program yourself! However, this is not so in all cases.

Silversoft print a picture of the game as it is seen on your TV on the back of the cassette. Why don't other companies do this?

Greg Robertson,
Dundee,
Scotland



With the vast range of games now available for home computers each holds a different challenge. Now there are three Competition-Pro Joysticks in the Kempston range that will come to your aid and improve your playing capabilities. Your movements will become quicker, with finger poised over the fire button at the ready, your scores will be out of this world. Playing will be so much easier! If you're serious about the challenge your computer presents then you shouldn't be without a Kempston Competition-Pro Joystick.

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NEW

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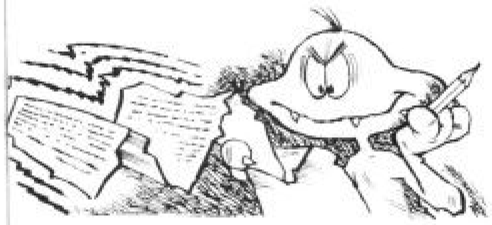
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MAILBAG



HINTS FOR SPECTRUM!

Dear Sir,
Here are some hints for the Spectrum's ROM which should be very useful to your readers.
The ZX Spectrum's ROM contains some routines which can be very useful in your programs.
Free memory (16-48K): PRINT 65536 — USR 7962; "bytes."
Scrolls:
RANDOMIZE USR 3280 : Scrolls whole page up one line.
RANDOMIZE USR 3330 : Scrolls whole page to first line.
RANDOMIZE USR 3582 : Scrolls whole page up one line. (BORDER!)
RANDOMIZE USR 3583 : Scrolls half bottom page up one line. (BORDER!)
RANDOMIZE USR 3652 : clears half bottom page. (BORDER!)
POKE 23292,X affects scroll. (see Sinclair manual, Chap. 15 Page 106)
Change cursor: (upper/lower case)
This depends on the 4° bit of FLAGS 2 at address 23658.
POKE 23658,0 : gives lower case,4° bit = 0
POKE 23658,8 : gives upper case,4° bit × 1
RANDOMIZE USA 4317 : changes caps to lower case, and vice-versa.
POKE 23617,236 : to have a ? during inputs.
Protections :
POKE 23659,0 : Disabling the BREAK key, but the program can't produce reports! (no stop, no bug..)
POKE 23606,X : deteriorates character set. (X=76/92/108/111/164...)
X=0 restores normal character set.
Try also with 23607
POKE 23756,0 : the first line will become line ZERO.
Another method for your programs:
1 LET A=PEEK 23637 + 256 × PEEK 23638:POKE A,O:POKE A+1,0
2 REM !!!!!!!!!!!!!!! LINE ZERO !!!!!!!!!!!!!!!

A new kind of DRAW can be obtained with the X co-ordinate of last point plotted at address 23677 and the Y co-ordinate of last point plotted at address 23678.
Save memory :
Change 0 for NOT PI ; for SGN PI ; 3 for INT PI.
Use VAL "number" for the other numbers.
1000000 becomes VAL "1000000" or better VAL "le6"
Change also PRINT AT X,0:"32 spaces"
by PRINT AT X,0;,,
New :
RANDOMIZE USR 0 : resets all the Spectrum, including U.D.G.
POKE 23755,100 : the program disappears...
POKE 23755,0 : and it comes back (and stays.)
RANDOMIZE USR 1331: exploding BORDER, it will stop with the BREAK key
Stéphane Moureau
Blaton
Belgium



Quickshot II

SEARCH FOR THE STICK . . .

Dear Sir,
I would like you to give your opinion on the Slik Stick because I'm thinking of buying a joystick and just wondered what you thought about it. If it's not all that good, I will consider buying the Quickshot or Quickshot II.
B. Mathaven,
Edgware,
Middlesex.
Editors reply: Here at C&VG we're not great fans of the Slick Stick.
Personally I would tend towards the Quickshot II. In fact, there was an extensive review of joysticks in our March issue which could help you decide which stick to buy.

PENETRATOR OBSERVATION!

Dear Sir,
I have a Sinclair Spectrum and am writing about the game *Penetrator* by Melbourne House.

On this game one can thrust and brake, but on the fifth stage, when one brakes and attempts to bomb the neutron bombs, it is not possible to hit the target accurately because of the scrolling system.

Also on one's way back through the stages, flattening out the landscape and maintaining the firing from the bottom of the screen at stage 2, the points increase even if one does not fire. The rockets and radar stations blow up as well!

Good advice to anyone managing to get to the fifth stage of *Penetrator* is not to brake right back to the edge of the screen.
Richard Wilkinson,
Epsom,
Surrey.

FIDDLING WITH A 64!

Dear Sir,
Whilst experimenting on my Commodore 64, I found out a thing or two:
POKEing 0,89 starts the tape recorder whirring round. Will this do any damage to the datacassette and has it any uses? Oh, and POKE 0,255 stops it from acting in such a way.

While playing around with POKE 56,48 — which limits the memory to around 10K — I found out that POKE 56,10 used with POKE 56,48 then PRINT FRE (0) gives 49K! Is this true or is the computer trying to trick me?

Another thing — using POKE 56,10 on its own without POKE 56,48, I found that I had 509 bytes left! Again is it true?
Christopher Payne
St Albans
Herts
Editor's reply: All you're doing is poking random values into memory.

At certain times during use, the machine will start running the machine code starting from location 0. Because you have changed the value of this location, the computer will run straight through and, it appears, hit the tape loading routine or something which will have this effect, and it appears that this is what you are doing.

What you have done by poking into location 56 is to alter not the amount of memory which the machine has, but the amount which it thinks it has.

CLUBBING TOGETHER!

Dear Sir,
I am considering starting a Spectrum Users, Club in my area.

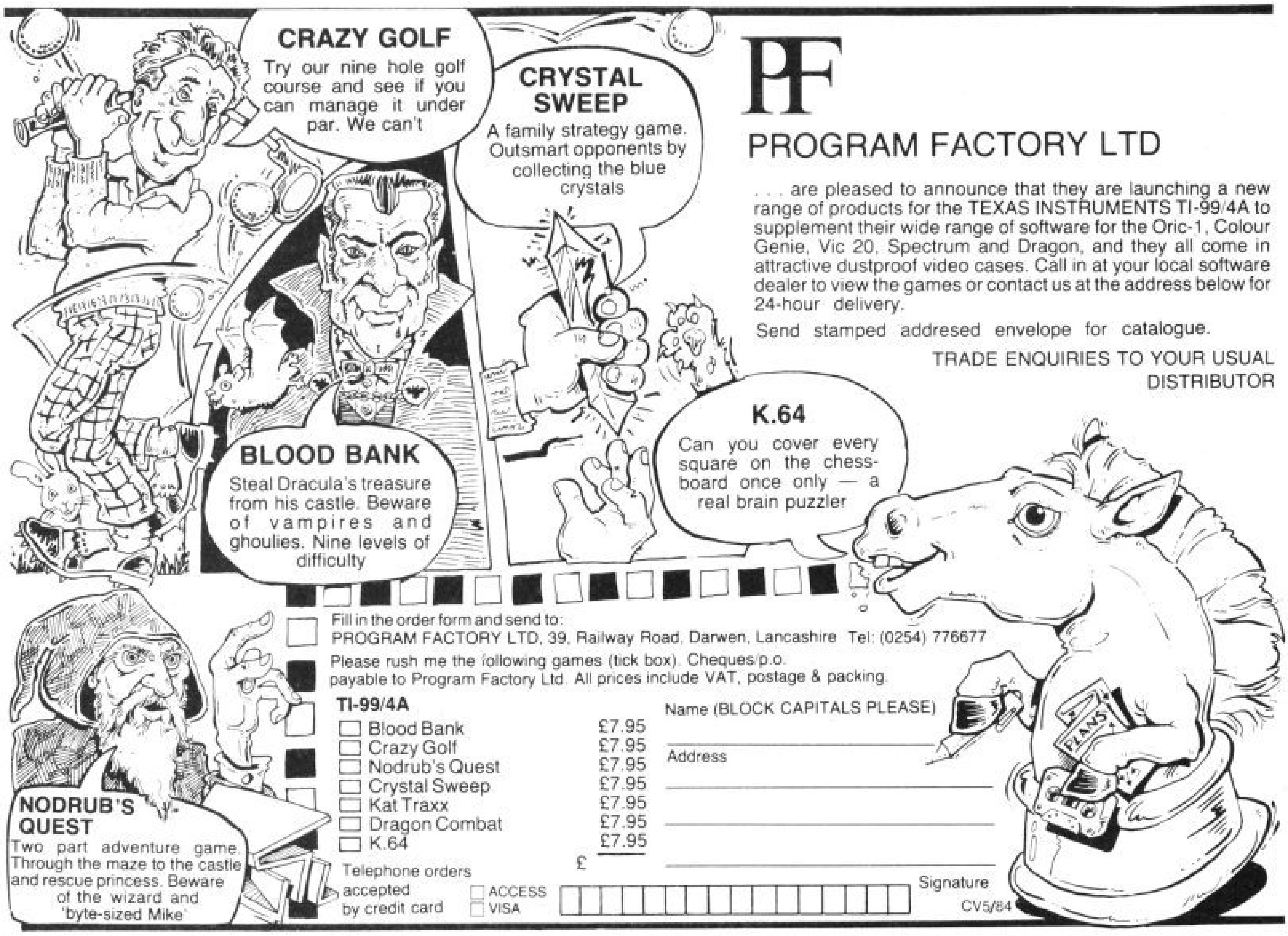
Are there any legal requirements that need to be met?

Would any software houses be interested in assisting us, giving prizes for local endeavours?
Neil Bennett, Barnsley, South Yorks.
Editor's reply: There are no legal requirements involved in setting up a club and we're sure that if you approach software houses, they will be willing to help you out. How about trying your local computer shop?

MAKING YOUR MIND UP?

Dear Sir,
I intend to purchase a computer shortly and have narrowed the choice down to either a Sinclair Spectrum or an Oric 1.

How could I enhance the Spectrum's inferior sound quality and would it be possible to connect a joystick to the Oric 1?
Trevor Gilmore
Ochtrup, West Germany.
Editor's reply: I know of several companies who make Spectrum amplifiers — alternatively you can put the Spectrum cassette lead into an ordinary amplifier in a home stereo. Vulcan Electronic produce a joystick interface for the Oric computers.



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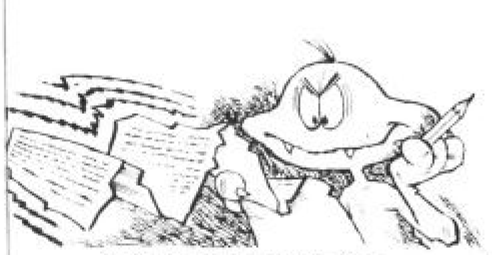
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MAILBAG



SOFTWARE SHOCKER

Dear Sir,
I have a complaint to make. Recently I bought an Atari 600XL after selling my Atari 400 and found not only that it is tricky to connect to the old 410 Atari Recorder, but it also doesn't accept some of the Atari distributors' software.

Shop assistants don't tell you that most software for the 400/800 won't work on the 600XL. What am I meant to do with my software range — three of which won't work on my XL?

Stuart Simpson
Betford,
Notts

UNFAIR ON THE UPSTART

Dear Sir,
I am writing to you about Richard Shephard's Urban Upstart. Keith Campbell described it as boring which it is not in the least.

He said that the vocabulary was thin but I have found that it recognises all the useful words, and words like 'chippy' or 'shop' are not recognised as they are not useful to escape from Scarthorpe.

I agree that the graphics are slow building up, but that doesn't bother me. As for the hospital, if you act wisely you won't end up there, but even so I have got out many a time from the maze of the hospital. Keith Campbell obviously did not play Urban Upstart for long enough and the article is therefore an unfair criticism.

Urban Upstart and Invincible Island are in my opinion the best Richard Shephard games out.

A Myers,
Church Vale,
London N2

DECATHLON CRACK UP!

Dear Sir,
After reading the review of Activision's *Decathlon* cartridge in *C&VG* (Feb 84), I bought a copy of the game and found it excellent except for two things.

Playing the game is much too exhausting to be fun, and no more than one decathlon can be played without the players being too tired to play again. This includes friends as well as myself.

After only a few games of Decathlon, I now need a replacement for my joystick, a Suncom TAC II.

Naturally the breakage of the joystick, which had a good write-up in the March '84 *C&VG* has left me very annoyed, as I have never previously broken a stick — I still have the original Atari joysticks — in the three years I have had an Atari VCS console. I feel therefore that Activision should be taken to task for not realising the havoc their game would cause to joysticks.

I hope that you will be good enough to publish this letter or at least this warning. Danger: Activision's Decathlon can damage your joystick!

Dr Jon Heels,
Heath,
Cardiff.

Editor's reply: If it's any consolation Jon, we broke one too a week after writing the review. We contacted Activision for their comments and they told us the game should not damage your sticks if you use short tugs back and forth — and don't yank or pull too hard.

BEATING THE RECORD!

Dear Sir,
My 'high' score on Jet Pac is very low. What can I do? In desperation I turn to the letters page of *C&VG*. Here I am advised that listening to music can aid concentration while games playing. I drop the magazine and quickly plug in my Vic, loading Jet Pac, my favourite game.

Five minutes later the screen boasts that it is ready, (first time too!). I rush over to the music centre, put on my favourite record, which just happens to be Touch, and the melodious tones of Annie Lennox flood the room.

So to testing the theory. I started the game and soon cleared the first, easy, screen. By now the record was part way through the second song on the LP. Slowly I worked my way up to the level that always devoured me. It began, the spaceships homed in on me and killed me. I looked over to the record player and the last song on the LP had just finished! I flipped the record over and started again.

A few minutes later I was back onto the killer level, and fortunately there were still a few songs to go. At first Annie Lennox helped me to relax and I actually managed to kill three aliens! WOW! That guy really knows what he is talking about. But suddenly, Annie started to sing my favourite song on the LP and I just had to stop playing the game and join in the song. This ruined the little concentration that I had and once again I was obliterated.

I would be most grateful if these unhelpful souls would keep their stupid ideas to themselves. After all, all they want is their names printed in *C&VG* and, if that was my only purpose in writing this letter, I wouldn't go to all the trouble. Or would I?

P Knee,
Ladybridge,
Bolton

BOREDOM RULES OK?

Dear Sir,
Have you ever sat in front of your micro, zapped a few hundred aliens, saved a couple of planets, killed a dragon, looked up and exclaimed, "My God, is that the time!" Yes? Then what follows is for you.

Controversy surrounds computer gaming. Many people — especially the older section of our community — regard video games as time wasters and relative life shorteners. They have a point. Hours do seem like minutes when you're climbing ladders and having barrels rolled at you by a gruesome gorilla or clearing the galaxy of cosmic firebirds.

However, with careful use, your computer can relatively lengthen your life to make minutes seem like decades. If you would like to seem to have lived forever, then follow my tips on how to use micros to the least of their potential.

Firstly, make sure that you buy a boring computer. Ideally the micro should be outdated and have virtually no software available for it. TRS-80S, MZ80S and Pets are fine. The computer you buy should also be a black and white one, have no sound facilities and virtually no graphics — the ZX81 is a fine choice. These precautions will ensure that whatever program you run on your micro cannot possibly excite you.

Once you have equipped yourself with a suitably redundant computer, your choice of software is important. Make sure that any software you buy is in a plain cover — too many cassette sleeves these days are colourful and imaginative — not what we want.

There are a number of old software chestnuts that any self-respecting boredom seeker cannot afford to do without. For example, computer Hangman. The best versions of this well worn wonder for our purposes are those which give the computer a vocabulary of about five words — dog, cat, shoe, bee and door should be boring enough.

Versions allowing you to define your own naughty words are not to be recommended. If you cannot find a version which dispenses altogether with the graphic hanging of the man, then find one which uses the graphics ability of your micro to the minimum.

Early software for a particular machine is usually acceptable since these games were rushed out at short notice for quick profit.

If you find a version of Hangman fitting all the above — there are plenty about — you can happily turn minutes into millennia.

The future for life lengtheners, however, looks bleak. The computer games industry seems to have finally woken up and realised that it cannot survive on variations of old themes. But rest assured that for years to come boring people will be selling boring games and using micros to the least of their potential. Until this breed finally gets chocked off, *Star Trek* lives on . . .

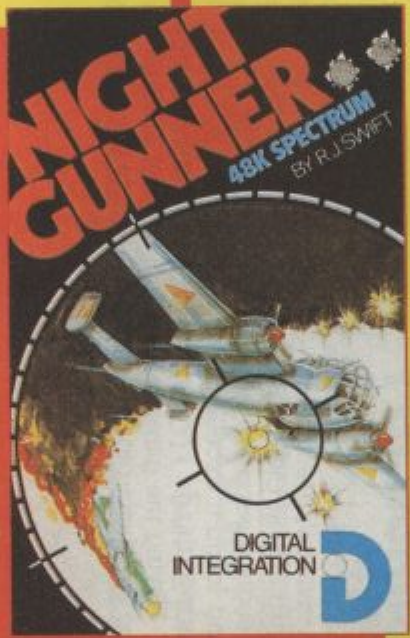
Tim Boone,
Lordshill,
Southampton.

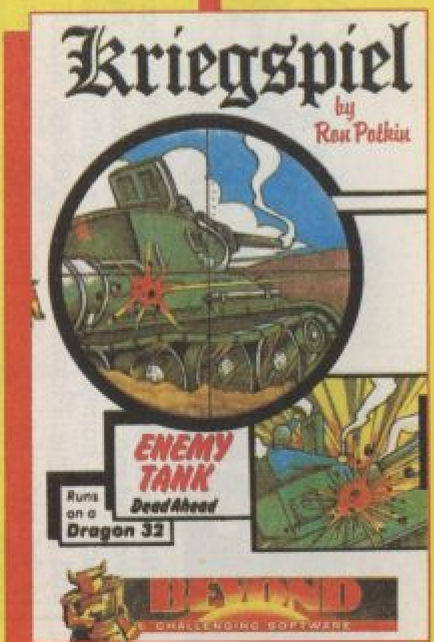
DAILY Mirror

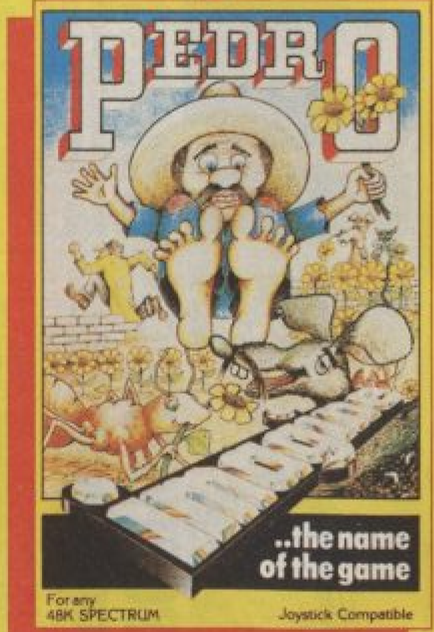
COMPUTER & VIDEO GAMES

SOFTWARE TOP 30





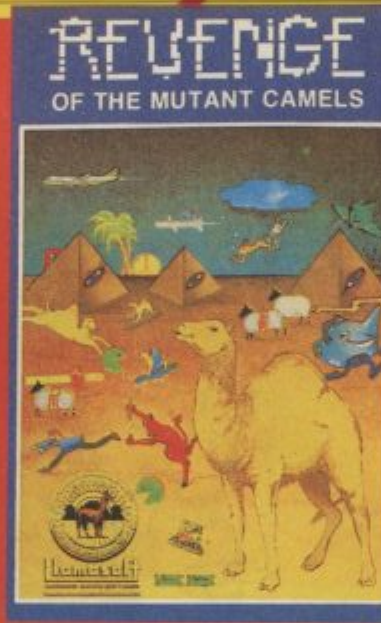




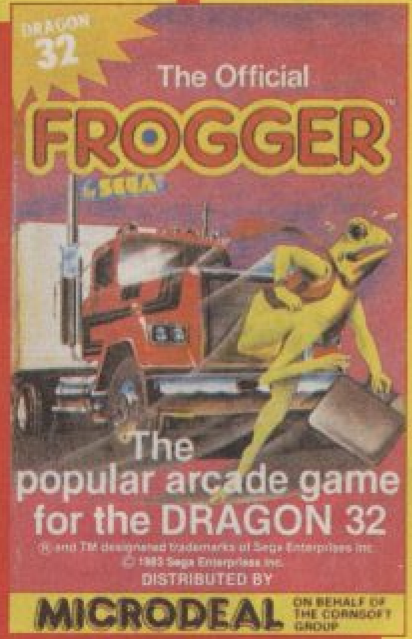
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	ATMOS
					(Available on)								
1	—	1	JET-SET WILLY SOFTWARE PROJECTS	(Spectrum)	●								
2	1	2	MANIC MINER BUG-BYTE/SOFTWARE PROJECTS	(Spectrum)	●		●						
3	2	2	HUNCHBACK OCEAN	(Commodore 64)	●		●				●		
4	3	2	FIGHTER PILOT DIGITAL	(Spectrum)	●								
5	4	2	ATIC ATAC ULTIMATE	(Spectrum)	●								
6	5	2	HUNCHBACK OCEAN	(Spectrum)	●		●				●		
7	11	2	HUNGRY HORACE PSION/MELBOURNE HOUSE	(Spectrum)	●		●			●			
8	16	2	THE HOBBIT MELBOURNE HOUSE	(Commodore 64)	●		●				●	●	
9	23	2	SCUBA DIVE DURELL	(Spectrum)	●								

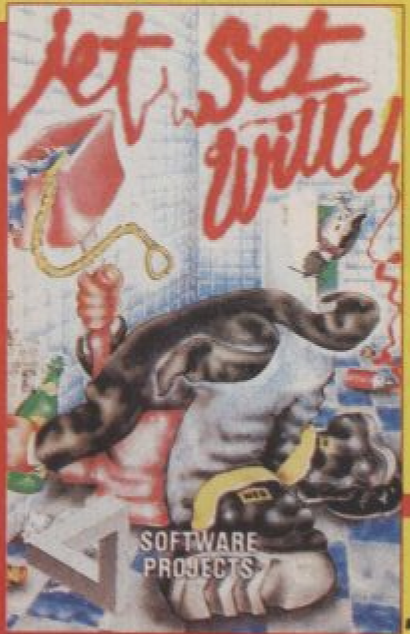
9	23	2	SCUBA DIVE DURELL (Spectrum)	●								
10	6	2	MANIC MINER SOFTWARE PROJECTS (Commodore 64)	●		●						
11	25	2	THE HOBBIT MELBOURNE HOUSE (Spectrum)	●		●				●	●	
12	17	2	MUTANT CAMELS LLAMASOFT (Commodore 64)			●						
13	10	2	ANT ATTACK QUICKSILVA (Spectrum)	●								
14	21	2	CRAZY KONG INTERCEPTOR (Commodore 64)			●						
15	—	1	BLUE THUNDER R. WILCOX (Spectrum)	●				●				
16	29	2	PILOT 64 ABBEX (Commodore 64)			●						
17	8	2	JET PAC ULTIMATE (Spectrum)	●								
18	9	2	ALCHEMIST IMAGINE (Spectrum)	●								
19	—	1	NIGHT GUNNER DIGITAL INTEGRATION (Spectrum)	●								
20	7	2	CHEQUERED FLAG PSION (Spectrum)	●								
21	—	1	WIZARD AND THE PRINCESS MELBOURNE HOUSE (Vic 20)		●							
22	—	1	ZORGONS REVENGE I.J.K. (Oric)							●		●
23	—	1	SPACE PILOT ANIROG (Commodore 64)			●						
24	21	2	TWIN KINGDOM VALLEY BUG-BYTE (Commodore 64)	●		●	●			●		
25	26	2	FRED QUICKSILVA (Spectrum)	●								
26	30	2	SNOOKER VISIONS (BBC)	●	●	●	●				●	
27	20	2	KONG OCEAN (Spectrum)	●								
28=	12	2	LUNAR JETMAN ULTIMATE (Spectrum)	●								
28=	15	2	POLE POSITION ATARI (Atari)					●				
30	13	2	WHEELIE MICROSPHERE (Spectrum)	●								











Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.



CHART No. 2: 28th March—10th April



That's right, even the pirates will be dropping their duplicators to play **Moon Alert**, to join in the swinging fun with **Hunchback**, to attack with **Android Two**, jump for their lives with **Pogo**, spin themselves dizzy with **Chinese Juggler**, they'll just crack-up with **Eskimo Eddie's** Arctic action and there will be no stopping the captain once he gets his hook on **Mr. Wimpy** that zany burger battle. Even the most cunning of pirates will find the exploits of **Gilligan's Gold** giving him fever and if they are still game for action then the excalibur's magical powers in **Cavelon** will improve even the sharpest of swash-bucklers. They'll all be fighting to save the beautiful maiden in the chart-



topping **Kong,** and **Transversion** will keep the best of fighter pirates on their toes. Don't you miss all the Ocean action, get down to your local dealer now and join in all the fun and games.

Moon Alert	Spectrum **5·90**
Hunchback	Spectrum, Comm.64, Oric **6·90**
Android Two	Commodore 64 **6·90**
Pogo	Spectrum **5·90**
Chinese Juggler	Spectrum **5·90** Comm.64 **6·90**
Eskimo Eddie	Spectrum **5·90**
Mr. Wimpy	Spectrum **5·90** BBC, Comm.64, Oric **6·90**
Gilligan's Gold	Spectrum **5·90** Comm.64 **6·90**
Cavelon	Spectrum **5·90** Comm.64 **6·90**
Kong	Spectrum **5·90**
Transversion	Spectrum **5·90**

Ocean Software Limited
Ralli Building · Stanley Street
Manchester M3 5FD
Telephone 061-832 9143

Ocean Software is available from selected branches of: **WOOLWORTH**, W H SMITH, Boots, John Menzies, LASKYS, Rumbelows, Spectrum Shops and all good software dealers. Trade enquiries phone: 061 832 7049.

FEELING ADVENTUROUS!

In January you were asked to come up with an Adventure plot to fit a map of 19 locations and a list of objects, printed in the Book of Adventure.

The map suggested the setting to be a school for boys, near a village in the heart of the English countryside. And, of course, most of you wrote an adventure plot with just such a theme.

The task of picking a winner from so many widely differing plots and methods of presentation seemed to cry out for a panel rather than just one judge, so I called in a team of Adventurers well-qualified in matters educational: Ruth Campbell — schoolteacher, Veronica Campbell — 3rd year schoolgirl, Neil Campbell — 5th year schoolboy, and Keith Campbell — very-ex-schoolboy and not-so-ex school governor.

In judging the entries, we came across a diversity of objectives, from having a midnight feast to finding your report card and burning it; from rescuing a kidnapped sheik's son to being expelled from the school; from unravelling the secrets of The Black Rectory and destroying an evil character named Harlequin to finding the school cat.

The school cat featured heavily in most of your entries, and was often used to scare Matron off, who, many of you decided, had cat-phobia! The bunsen burner was put to good use too — sometimes to warm up invisible ink!

Entries came from as far afield as Reykjavik and Italy, and many were excellent, being well thought out and carefully presented. We particularly liked one from K. P. Durnall of Walsall, set in Toffums Private School for Executive Personnel, inspired by Winkler Watson's comic exploits. Also appealing was the entry from Robin Hammond of Letchworth, whose plot was centred around you (Watkins) being seriously ill, and accused of doing away with the school cat. The objective here was to drag yourself from your sickbed to find the cat and thus prove your innocence. Yet another outstanding entry came from Robert Moss of Basildon, with a tale of the bogus teacher Harlequin, and an empty school. . . .

But unfortunately there can only be one prize, and so to the above readers we are sending consolation prizes of a *C&VG* t-shirt.

The winning plot concerns a raid by the terrors of St. Trinians on that last bastion of male chauvinism — Greyfriars School. The school's last hope, Watkins Minor has been captured by Matron, (really an old girl — Germaine Greer — in disguise). You, Billy Bunter, must rescue him, for he has information that is needed for a successful counter-attack. The rest of the gang — Watkins Male Supremacy Vigilantes, are waiting outside the school tuck shop for you to do your job . . .

The Mattel Intellivision machine and cartridges go to Carrick Thomas of Paisley, Renfrewshire, who came up with what we thought to be the most original plot, which contained all the conditions for each of the problems, and was laid out in detail, location by location.

FALSE ARREST

The police quickly got to the root of the matter and this is how it happened:
'Ammer loaded the van and told one truth and one lie.
Basher grabbed the goods and told two truths.
Clogger drove the van and told two lies.

Congratulations to the six winners of Trevor Truran's brain teaser who will each receive an XL25, courtesy of Vulcan Electronics.

They are: Stuart Clarke, Notts; C J Lisle, BFPO 16; Mrs I M Keefe, Surrey; Mr T P Benton, London; A N Malster, Nottingham and Stuart Clydesdale from Dumbarton.

WHO DUNNIT?

Finally it happened. Someone unlocked the cupboard, the Bug Hunter escaped and hasn't been seen since!

The question was 'Who Dunnit'? We printed a copy of the fingerprint found on the cupboard door and asked you to come up with the name of the culprit.

The villain was SMILEY and search parties are out looking for him. In the meantime, congratulations to the ten winners who have won a games tape for their micros. They are:
Neil Brannelly, Merseyside; Wido Sparling, Holland; Michael Mann, Essex; J. Virdee, Berks; Mitchell Reynolds, Solihull; Andrew Forrest, Lancs; Aiden White, Surrey; Mr K J Whitefield, Kent; Jorgan Kirksaether, Norway and Detlef Wacker from West Germany.

CHESS MASTER

"Where are you going?" shouted the Red Queen. "I'm off to find the White Knight", replied Alice, "I must find out what these micro-computers are." And off she went, hand in hand with the White Knight.

In our November '83 issue, we asked you to dream up a fantasy adventure game using the theme of a chess board, just as Lewis Carroll did in Alice's adventures *Through the Looking Glass.*

Contemporary Chess Computers offered as first prize the new Ambassador chess computer, with chess software going to the five runners up.

A lot of hard work went into this competition with some very imaginative entries, but one clear winner emerged — Robert Hodge from Lancashire.

Well done Robert — an Ambassador is on its way.

The five runners-up are: Gerald S Hughes, West Midlands; Simon Doyle, West Glamorgan; Chris Stangroom, Surrey; Mr R Stewart, Edinburgh and Mr A B Ellis from Chelmsford.

POOR PEDRO!

Pedro's the name and Pedro's the game and there's over £2,500 worth of tapes to be won this month.

Imagine have given us 500 tapes of Pedro, 100 each for the Spectrum, BBC, Electron, Commodore 64 and Dragon and this month the competition is open to everyone regardless of area.

Pedro once led a happy and peaceful existence pottering around his garden until one day he woke up to the fact that all his flowers were being eaten by scavenging animals. Enraged, he leapt to the defence of his flowers and now spends his time stamping out the undesirables and shooing away a persistent tramp who's out to steal his seeds. Can you help poor Pedro save his garden?

If you think you've got green fingers and want to play Pedro, swap your spade for a pen, fill out the coupon and hot-foot it down to the post office. Remember the first 100 entries for each micro will receive a copy of the game. send in your coupon, marked Pedro and the type of micro you own to *Computer and Video Games,* 8 Herbal Hill, London, EC1R 5EJ.

Name: ....

Address: ....

....

....

Micro your own: ....

THE SUPER-SLEUTHS REVEALED!

So now we know who the super-sleuths really are! Obviously a lot of hard digging went on in dusty archives to solve the questions on Sherlock Holmes set by Keith Campbell. In fact, Keith says that all the answers are in the Encyclopaedia Britannica.

The ten correct answers are:

1. Moriarty.
2. In the coal scuttle.
3. Baker Street.
4. Strand magazine.
5. Medicine.
6. A Study in Scarlet.
7. John H. Watson.
8. In Crowborough, Sussex.
9. A deerstalker.
10. Service in the Boer War (particularly in connection with a field hospital).

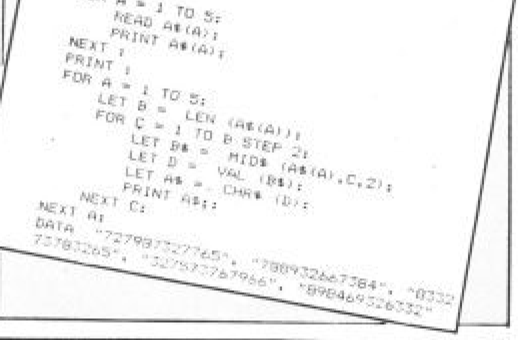
The 20 lucky winners will each receive a copy of the Sherlock Holmes Adventure, courtesy of Melbourne House, which is now in the final stage of production. Melbourne House assure us that you'll each receive a copy in the near future.

The 20 super-sleuths are:
Andrew Mountford from Birmingham; Myra Noble, Muswell Hill; Ian Wheatley, W. Sussex; Tony O'Donnell, Yorkshire; Mike Eastgate, Coventry; Dafydd John Llwyd Tudor, Clwyd; Neil Milne, Scotland; R. J. Nicholson, Whitby; Jenny Gybson, Belfast; Hugo Dobson, Gateshead; C. M. Samms Middlesex; M. Gorman, Leeds; M. J. Woodward, Chester; Brian McGovern, N. Ireland; Scott Brookmaw, Bristol; David Justesen, Surrey; R. J. Lynch, Herts; N. Warren, Gwent; John Whiten, Leics and G. J. Suggett from Sussex.

Quo Vadis?

Below is a clue which will go towards helping you solve the mystery of Quo Vadis?

Turn to page 52 for more information!



```
IL FORMATTED LISTING
FILE: CURRENT WORKFILE
PAGE-1

1  FOR A = 1 TO 5:
     READ A$(A):
     PRINT A$(A);
   NEXT :
   PRINT :
   FOR A = 1 TO 5:
     LET B =  LEN (A$(A)):
     FOR C = 1 TO B STEP 2:
       LET B$ =  MID$ (A$(A),C,2):
       LET D =  VAL (B$):
       LET A$ =  CHR$ (D):
       PRINT A$;:
     NEXT C:
   NEXT A:
   DATA  "727987327765", "788932667384", "8332
73783265", "327577767966", "898469326332"
```

THE ELECTRON SAGA

Remember our Electron competition? Way back in July '83 we asked you to come up with an idea for an original computer game.

Prize for the best idea was to be an Electron computer with runner up prizes of free Bug Byte software.

Sounds easy, right? Wrong — the history of this competition reads like one of Esther Rantzen's worst horror stories of bad service and dodgy deals.

Slight problems like Acorn failing to deliver on the Electron, *C&VG*s editor leaving and Bug Byte getting caught up in a time warp all pushed the announcement of the winners back further and further.

Suffice it to say that the Electron competition was not our finest hour and we apologise to all readers who entered this competition. That grovelly enough, Ed?

Despite the problems, the standard of entry was extremely high. The winners selected by Bug Byte were those that "combined imagination and originality with a little constraint, always bearing in mind that we don't write many games for mainframes.".

The winning game was called Librarian — designed by John Reed of Newcastle upon Tyne. The idea of the game is to help Cedric, the librarian, put all the books back on the shelf and avoid the bookworms who are out to get him. It's an entertaining climbing game with an original twist.

The runners-up will each receive a game from the Bug Byte catalogue. They are Ross Fulfor from the Isle of Wight, P R Ambrose of Gillingham, John Woods of London, Adam Ruddle of Peterborough and Stephen Dickinson of Leeds.

AT HOME WITH THE HULK!

How would you like to invite the Incredible Hulk home? He may be a funny colour but he's really quite a nice chap. Just don't upset him and you will be perfectly safe . . .

We've managed to get hold of 25 copies of the very latest Scott Adams Adventure based on the Marvel Comics character The Hulk — and they are all signed by Mr Adventure himself just to make our prizes even more exclusive.

So you want to be the first person on your block to have a Hulk in the house do you? Just answer the questions below, fill in the coupon and send it to *Computer and Video Games*, Hulk Competition, Durrant House, 8 Herbal Hill, London, EC1R 5EJ.

And remember, we've got five copies each for Spectrum, BBC, Commodore 64, Apple and Atari owners — each signed by Scott Adams himself. So don't delay enter today!

The first five correct answers out of the *C&VG* memory bin for each micro will win a prize. Closing date for entries is May 16th and normal *C&VG* competition rules apply.

THE QUESTIONS

1. Spiderman's real name is:
   a) Clark Kent
   b) Peter Parker
   c) Matthew Murdock.
2. Bruce Banner was turned into the Incredible Hulk by:
   a) Alpha rays
   b) X-rays
   c) Gamma-rays.
3. Which of these Marvel heroes isn't a member of the X-Men?
   a) Colossus
   b) Black Panther
   c) Storm
   d) Wolverine.
4. The Thing's favourite catchphrase is:
   a) It's clobberin' time!
   b) Excelsior!
   c) Make mine Marvel!
5. Which Marvel hero was frozen in ice at the end of World War Two?
   a) Captain America
   b) Iron Man
   c) Iceman
   d) Cyclops.

Questions compiled by Philip Morton.

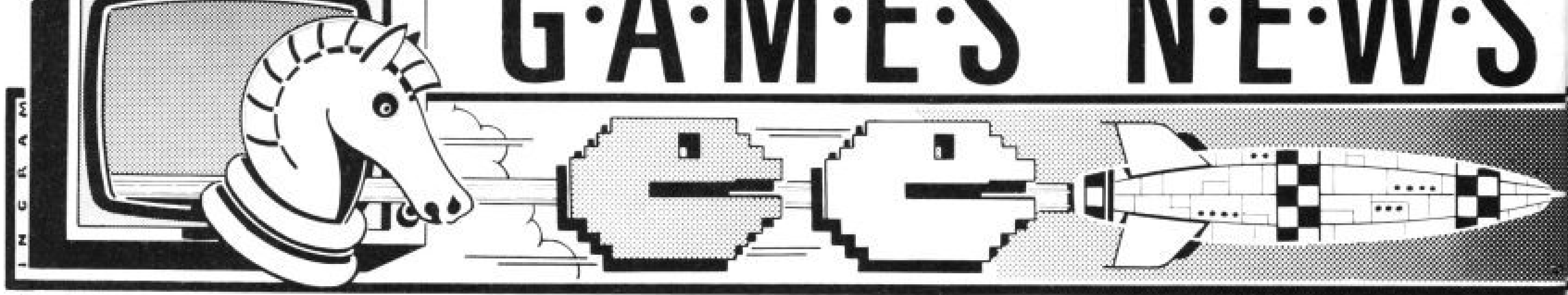
C&VG INCREDIBLE HULK COMPETITION

1. . . . .
2. . . . .
3. . . . .
4. . . . .
5. . . . .

Name . . . .
Address . . . .
. . . .
. . . .

Micro you own (tick box) Spectrum ☐ BBC ☐ Commodore 64 ☐ Atari ☐ Apple ☐

G·A·M·E·S N·E·W·S



HAVE A DOUBLE!

K-TEL

K-tel, one of the record industry's few successful record labels, is about to release its range of double-sided computer games written specially for the Commodore 64.

Their most popular game for the Spectrum, 'It's only Rock 'n' Roll', is a game set in the tough music business. Can you take your band from back street pub obscurity to a gig at Madison Square Gardens? Will you even find an honest manager or a record company to back you? If you have a Commodore 64, you may be able to find out if you've got what it takes!

Another release for the '64 is arcade game, Odyssey. You are the last surviving human in a radiated desert inhabited by lethal robo-crabs. Armed with a laser gun, you have to do the decent thing and blast the robots to smithereens.

Odyssey and It's Only Rock 'n' Roll are available from K-tel for the Commodore 64 and cost £6.95 each.



P-P-P-PICK UP A PENGUIN

ESKIMO EDDIE

Snow, ice and gale force winds are forecast, following the launch of Eskimo Eddie, a chilling new game set in the snowy wastes somewhere north of Watford.

In the first part of the game, Eddie must try to rescue his friend Percy the Penguin who has become stranded in a snow storm and is slowly perishing from frostbite.

His task is made all the more difficult by a pack of patrolling polar bears who guard the top of the ice berg — one wrong step and Eddie will skate right into their waiting mouths.

In the second half of the game, you take the role of Percy the Penguin whom you must defend from the attacks of the evil Snowbugs. Your only line of defence is to crush them between the ice blocks strewn across the iceberg.

Eskimo Eddie runs on a 48k Spectrum and is available from Cheshire-based Ocean Software for £5.90.

POURING MONEY DOWN THE DRAIN!

PUB QUEST

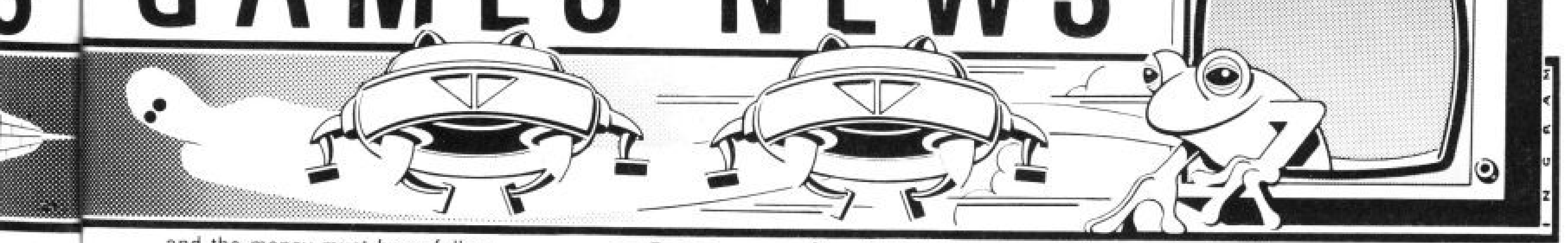
Excess alcohol consumption — a subject close to every journalist's liver — is the main ingredient in a new adventure game that promises to have more than its fair share of headaches.

The game begins in your local tavern, the Chequered Flag. After an evening of fairly serious drinking, you discover you've lost your wallet and the landlord isn't looking at all pleased!

The menacing barman has given you less than three hours to find some money to pay the debt. Confused, and not a little drunk, you remember that you tripped on your way to the pub



G·A·M·E·S N·E·W·S



and the money must have fallen through a drain into the sewer . . .!

Searching through the city's maze of underground is difficult and nasty enough when you're sober — it's almost impossible when you're smashed out of your mind.

If you feel thirsty during your search, you can nip back to the pub for a quick refill but that's another drink on an already expensive slate.

Pub Quest is available from Dream Software, based in Basingstoke, for the Commodore 64 and sells in the shops for £5.95.

CRICKET COMES TO CRICKLEWOOD

CRICKLEWOOD

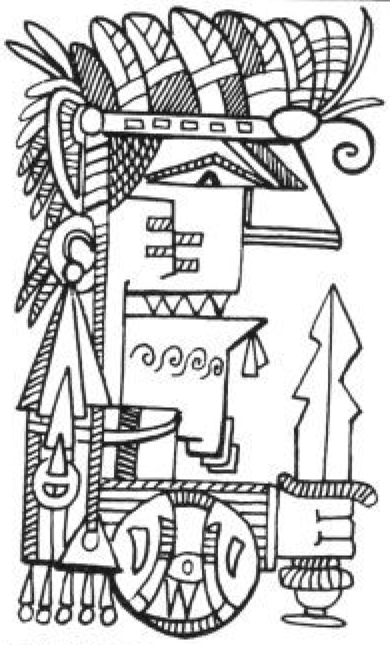
Cricklewood — not recently known as the haunt of movie stars or TV personalities — seems to have become very up-market again — well according to a new adventure game it has.

The game, The Cricklewood Incident, is set in the dark and forgotten places of north London — Neasden tube station and the Dog and Duck in Finchley — where few people have ventured.

The game features a cast of thousands. Most of them include very unlikely inhabitants of Cricklewood — Gengis Khan, John Travolta and Superman all make their mark, even the Mr Nasty of Yorkshire cricket, Geoff Boycott, makes a guest appearance.

The game poses some really tough problems that even the most hardened adventurers will find hard to crack — like what time does the laundrette open, or more importantly, what effect does washing powder have on continued world peace?

These and many other burning questions probably won't be answered in the full blown, no-holds-barred version of The Cricklewood Incident, available for your Dragon 32 from Salamander Software.



TALES OF HUMAN SACRIFICE

AZTEC CHALLENGE

Aztec Challenge takes you back in time to the 16th century culture of the Aztecs who, though known for their highly developed civilization, practised human sacrifices to please their numerous gods.

The game places you in the position of a young Aztec warrior who has been chosen to be sacrificed to ensure a good harvest for the following year. The only way to save your life is to prove your worthiness and survive a trial by ordeal.

The first test of bravery is to run the gauntlet of the tribe's warriors who try to kill you with spears and daggers — for the greater glory of the race of course. You will also have to endure swimming across a piranha-filled river, escape a rat-infested temple and run up the side of a terraced mountain.

Aztec Challenge and another new game, Forbidden Forest, are the spearhead of a new range of games under the label of US Gold which hopes to import the best of America's games for the Atari and Commodore 64.

Aztec Challenge and Forbidden Forest are available from Birmingham-based Centresoft and cost £8.95 on cassette or £11.95 for the disc version.

HOW TO BE MASTER OF YOUR MICRO

MASTER CLASS

The computer revolution is being given a helping hand by another fast growing home technology — the video recorder.

A series of 'how to' video tapes have been released to help people get to grips with their computer in a way that's not possible to do, even with the best of instruction manuals.

The first video for the Spectrum deals with introductory Basic programming, screen and computer layout and construction of simple games programs.

The second tape delves deeper into the workings of the ZX Spectrum. Array handling, strings and animation are discussed in greater detail as well as many other advanced topics.

Both tapes come with three computer programs recorded onto the video tape. These include games like Hangman and Minefield. Four other Master Class videos deal in the same detail with the Acorn Electron and the BBC micros.

The Master Class tapes are available from most branches of W.H. Smiths or direct from the manufacturers, Holiday Brothers, for an asking price of £19.95.

WHO WANTS TO BE A MILLIONAIRE?

MILLIONAIRE

Computer games have always been good at producing simulations of flying a jet air craft or driving a rally car but, up to now, there's been one missing — how to get rich quick.

Millionaire seems to have filled this gap quite well. The game places you in the shoes of a young hot shot programmer who wants to start up his own software company. With only £500 to start you off, your task is to build a highly profitable games empire.

The game simulates all the demands of being in Britain's biggest growth industry. You must decide what quality your games are going to be, how long you should spend programming and whether it is wiser to develop new titles or to convert your present titles.

You also have to arrange to borrow money from the bank and, if you're in financial difficulties, you can always pay Honest Harry a visit but — watch out — because he will rip you off if he can!

The game also gives you graphic representations of your sales, profit and turnover figures and even draws a picture of the house you own. The game starts you off in a little terraced house and, if your business becomes a success, you could even end up buying yourself a stately home in the country.

Millionaire is available from Reading-based Incentive Software for the 48k Spectrum and costs £5.50.

MORE AND MORE FOR THE '64

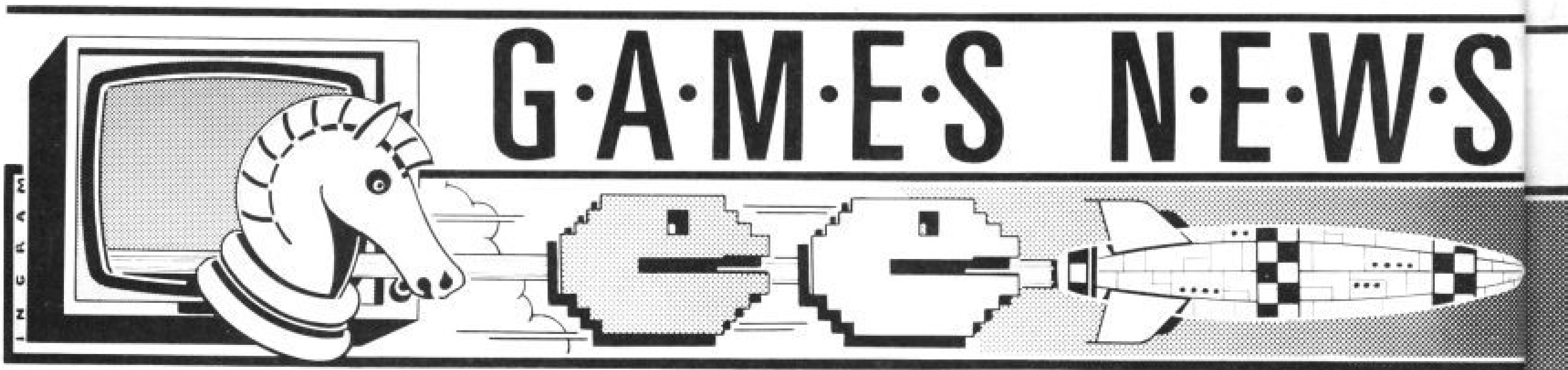
COMMODORE

Spectrum owners have had it their way for far too long. Up to now, other micro owners could only look with envy at the huge range of games available for the Sinclair.

But now some of the best known software houses are broadening their horizons and producing their best-selling titles for the other micros — especially the Commodore 64.

Legend — creators of the revolutionary Valhalla — are working day and night on a '64 version. John Peel, the Managing Director of Legend, is claiming

Illustration: Dorian Cross



that the new game is light years ahead of the Spectrum game in graphics and response times.

The Pyramid has already been converted for the Commodore and their newest Spectrum title, Doomsday Castle, is just in the last stages of production and should hit your local branch of W. H. Smith in April.

Furthermore, Fantasy have committed themselves to a policy of making all their future software available across both computers.

Splat! the top selling game from Reading-based Incentive Software has also transferred to the Commodore stable and I'm assured that it hasn't lost any of its frustrating addictive quality during the move.

Ultimate are remaining tight-lipped about their plans for the future but they have admitted that several '64 games are in the pipeline.

C&VG's crystal ball is predicting that Jet-Pac will make yet another appearance!

GOSH GO FOR THE GOVERNMENT

PIRACY

The controversy surrounding the software piracy debate has become even more heated following the confiscation of an anti-piracy system by the government.

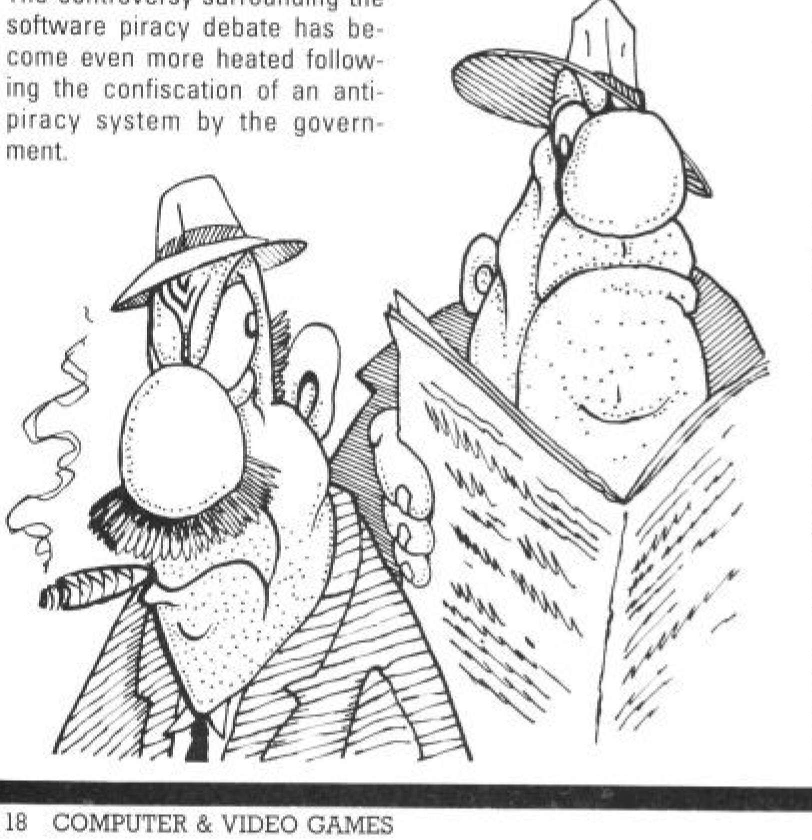
The Guild of Software Houses (GOSH) have protested strongly over the Ministry of Defence's action placing a secrecy order on J.L.C. Data's newly developed software protection system.

GOSH is bitterly disappointed by the action — software piracy is costing the industry at least £100 million a year. Nick Alexander of Virgin Games is convinced that it could have saved many of the companies he thinks will go bust this year. "Even big software houses are in danger of going to the wall," warns Alexander.

GOSH are demanding that the government either release the anti-piracy system or compensate the companies for the lost revenue.

The reason for the MoD's action is thought to be a fear of losing out on information contained in computers. If the system is as good as it is claimed, even the Ministry of Defence won't be able to break in.

The nature of software piracy has changed from being merely a swopping of games between friends to being run by organized criminals who produce counterfeit copies that are almost impossible to distinguish from the originals. This could well be the last straw for struggling companies.





JAYWALK ROUND THE JOGGERNAUTS

JOGGER

Electronic exercise appeals to me a hell of a lot more than the training shoes and shorts variety. Jogger, for the Vic 20, could make sweat shirts a thing of the past.

Jogger demonstrates how keeping fit in a big city can be very bad for your health. The game takes you on a training run across a busy motorway in which, predictably, you have to dodge the moving cars and even a few joggernauts perhaps?

If you manage to cross the road without being crippled for life, a large polluted river must be crossed. The only way to reach the opposite bank is to jump onto the logs floating in the water. If you lose your footing and plunge into the river, the local zoo's escaped crocodiles or the pollution will finish you off.

The longer the game continues, the more breathless you become. What's more, the traffic has started to get worse and don't forget the stopwatch is ticking away.

Jogger runs on the unexpanded Vic 20 and is available from Paramount Software based in Stockton-on-Tees costing £5.50.

MINI-DOCTOR BIDS TO SAVE ROBOT!

MICROROBOT

Remember the film where a team of doctors is miniaturized and injected into a patient in an attempt to save his life? It was called *Fantastic Voyage*.

In this new game from Softec, the story line is the same except for one twist — the patient isn't human, he's a robot. You play the part of a 4XTC robot surgeon trained to sort out any robots who have a few screws loose or overcharged chips.

Armed with a Supa Fix-a-Tive gun and stun balls, you are shrunk down to a few millimetres high and injected into the arm of a bugged robot. But the patient is far more damaged than you first thought. Huge areas of his brain are damaged and you'll have to act fast before his restraint circuits breakdown or he could go berserk and kill hundreds of people.

The most likely place of damage is the pipes carrying lubricating fluid and mezo-plasma. To mend them, you must be carrying the correct fixative in the gun and don't forget you only have a limited supply.

If you become really tangled, you can use the stun balls as a last resort to drive back the nasty bugs.

Microrobot is available for the 48k Spectrum from Softec International and costs £5.50.

Illustration: Dorian Cross

G·A·M·E·S N·E·W·S



WHAT PRICE SOFTWARE SUCCESS?

PRICE WAR

Spectrum software, undoubtedly the cheapest for any home computer, may take another nose dive during the spring, following Imagine's announcement of startling price reductions on all their Spectrum software.

Imagine have dropped the retail price of games like Alchemist and Ah Diddums from £5.50 to £3.95. They claim they have dropped prices in the interest of the consumer.

Imagine's public relations representative, Tim Best, said the price cut was being absorbed by the retailers and distributors and that it wasn't a desperate attempt to get the company out of their present financial problems, but a move towards a healthier and profitable games industry.

The price cut follows Imagine's loss of a £½ million contract with Marshall Cavendish to write programs for a partwork magazine which the company are preparing to launch. The games didn't come up to Marshall Cavendish's expectations and Imgine will have to repay the £½ million in a series of monthly instalments over the next 12 months.

The chairman of GOSH, Nick Alexander, forecast "if a price cutting war like the one that took place in the video game market in America happens in Britain, our software industry will be decimated. That can hardly be in the consumer's interest, can it?"

January and February have been very bad for most software companies. Imagine's action is thought unlikely to precipitate a price cutting war, but maybe a stabilising of prices.

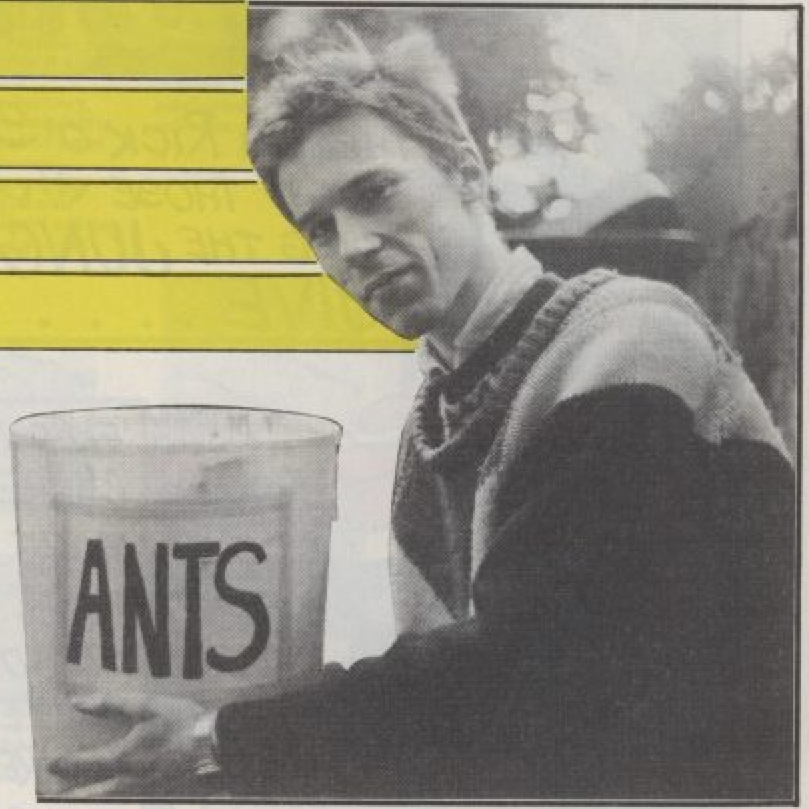
It has been calculated that Imagine will have to sell three times the number of tapes to make the same profit they received with a £5.50 price tag.

DESIGNER OF THE MONTH

Name: Sandy White

Games: Ant Attack.

Born: Edinburgh 1961.



Sandy White's path into computer games is nothing if not different.

Having obtained an art college degree, he exhibited his sculptures at his own show in Aberdeen and then, two years later, programmed Ant Attack — the best selling 3D style game that needs no introduction to most of you.

None of this is that strange when you bear in mind Sandy's interest in computers which stretches back six years to when he purchased a Sinclair Mark 14.

"I built my own computer to operate one of my working sculptures — the ice cream van — which is a protest against nuclear war".

Sculpture is still important to Sandy though his recent works have moved away from the protest theme of his art college days: "My most recent is about a happy little robot — there is no particular message — I was just feeling quite happy at the time".

Sandy's happiness is understandable, considering the royalties that must have been generated by Ant Attack, though typical Scottish caution is exercised on this subject. "Quicksilva warned me that people would ask how much I've earned," so his lips were sealed.

Though Sandy has agreed to do another game for Quicksilva, he is concerned that business pressures might, at some stage in the future, threaten his artistic integrity.

Favourite Food: Kelloggs Co-Co Pops, and MacVitie's milk chocolate digestive.

Favourite Drinks: Tea and Barrs Irn Bru.

Favourite TV Programme: Star Trek.

Favourite Computer Programme: Time Gate.

Countries Visited: All countries in Europe.

Pets: None. I used to own a rabbit and a newt.

Ambitions: To travel in the Space Shuttle.

Favourite Pop Groups: Big Country, Thomas Dolby.

Favourite Artists: Stephen Spielberg, Walt Disney.

POLE POSITION

The official licensed version of the arcade driving game, Pole Position, is shortly to be released by Atarisoft.

The driving game listing published in last month's *C&VG* under the heading Pole Position is not the officially licensed conversion for the Spectrum.

Illustration: Dorian Cross



Virgin Games.
THE FURTHER ADVENTURES OF
THE LAUGHING SHARK
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THERE'S RICK O'SHEA AND THOSE WILD ANIMALS DOING THE JUNGLE JIVE.......
'ELLO CHIEF. NEW CARPET? SAY NO MORE. JUNGLE BLUE WASN'T IT? NO? OOPS!! BETTER GET OUT BEFORE HE CAN CHECKOUT
I SPY AGENT 003·5 ON ATLAS ASSIGNMENT. HIS MISSION TO SEEK AND FIND STOLEN NUCLEAR PLANS.



NEW RELEASES




SORCERY

By Martyn Wheeler for the Spectrum 48K

VGC 1016

By the author of the much acclaimed Dr Frankie. In this mystery tale you are a wizard who can fly, and fly you must, through 15 screens, avoiding false trails, evil ghosts and strange beings. You must collect various items and reach the door to the next scene before the attacking beings drain your power. The further you get, the harder it gets and the more compulsive Sorcery becomes. To reach the ultimate goal of your trapped sorceror friends you must be fleet of finger and brain. Excellent colour, graphics and sound.

£5.95 R.R.P.



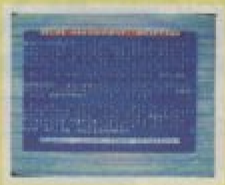

AMBUSH

By Brian Williams for the Commodore 64

VGA 6004

Quite simply Ambush is a, 'just one more go', type game. Get your hands on the controls of your space ship and nobody will be able to prise them off. Guide the space ship through storms of ever-increasing attacks from strange alien forms. Hit them with your laser and they split in two, hit them again and they drop a proton bomb. Fast furious action that is both compelling and addictive. This is a winner.

£7.95 R.R.P.
Joystick

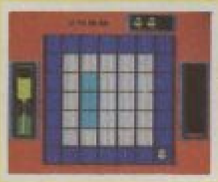
ATLAS ASSIGNMENT

By Martyn Davies for the Spectrum 48K

VGC 1017

This is a text adventure with a difference – it incorporates three arcade-style games, just to keep you on your toes. The player, a secret agent has to seek and find stolen nuclear plans. The fate of the world is in your hands. Using cunning and skill to find the plans you must decide what objects you find on your journey will be of use to you. Can you enter the world of espionage and survive?

£5.95 R.R.P.

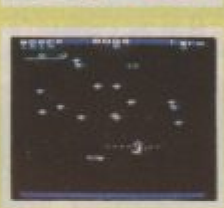
CHECKOUT

By Mike Cooke for the BBC B

VGA 2011

A unique game that keeps your heart beating fast. Charlie the Checkout burglar dashes round the store collecting carpet titles, a robot guard with lasers tries to stop him. This grid walking game is a must for quick-thinking, fast-fingered players.

£7.95 R.R.P.

BUGS

By Dennis Ibbotson for the Electron

VGA 8001

A rare arcade game for the new Electron. This fast-moving arcade game has the players' garden being invaded by a whole host of nasties, scorpions, spiders and bugs of all kinds. Your job is to shoot them down before they get you. Your spray can is very fast and very manoeuvrable, but you can still get caught.

£7.95 R.R.P.




JUNGLE JIVE

By Dennis Ibbotson for the BBC B and Electron

VGA 2801

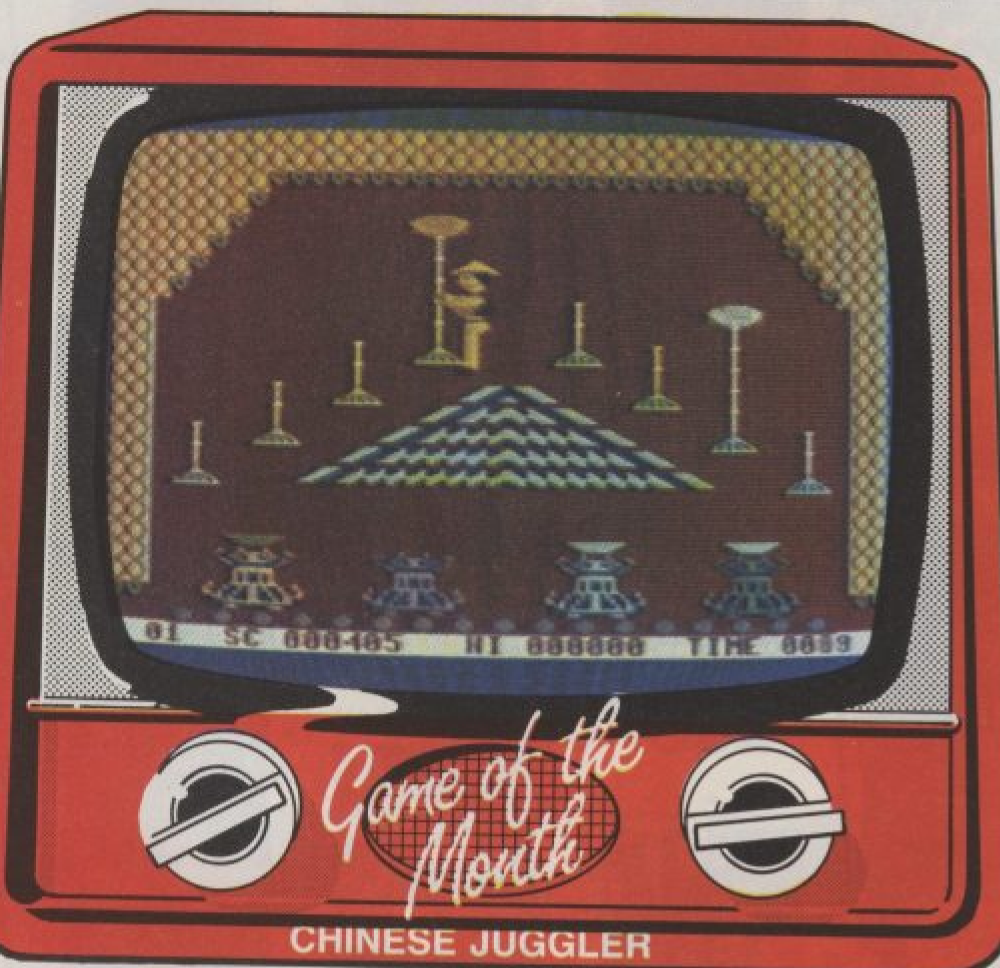
By the author of another new release, Bugs. Jungle Jive is fast action shoot 'em up arcade game. Walk your hunter between the lines of snapping, snarling and slithering beasts. Shoot them all but not the baboons, and especially the snakes. Faster action as you progress. But beware the ricochet – you could shoot yourself! Stunning use of sound and colour.

£7.95 R.R.P.

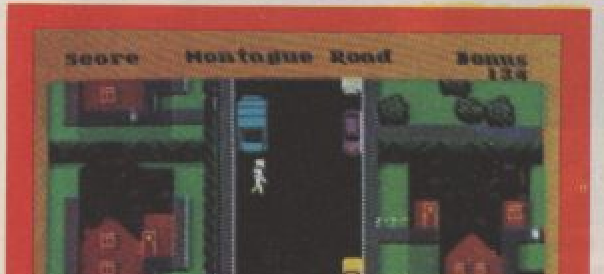
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CHINESE JUGGLER



TRASHMAN



HUNCHBACK

CUTE LITTLE CABARET!

CHINESE JUGGLER

Ocean's Chinese Juggler is like a breath of fresh air — that rare thing, a totally original game.

Just when I was beginning to think that all the games writers except for Jeff Minter had run out of ideas, the Juggler amused and entertained me.

You control a cute little oriental who performs a cabaret act by making plates spin on the top of poles.

Older readers may remember various artistes doing this act on Sunday nights at the London Palladium — though I have noticed that the act seems to have disappeared from the Xmas TV circus. It's a pity because it's very entertaining to watch those plates spin and wonder if they will fall and break.

Some of that excitement has been captured in the game — as you rush around the screen re-spinning poles where the plate is about to fall and attempting to get a plate on every pole.

The game is accompanied by a piano ditty that gets faster as the number of plates spinning increases.

When you complete one screen, our entertainer jumps up and down in celebration.

The game gets more difficult by giving you a colour sequence of plates which you must follow on later screens. If you pick up a plate which is the wrong colour, you can throw it up in the air to change it to the right colour.

This is a simple little game with extremely cute graphics. It is fun and addictive and well worth the £6.90 asking price.

● Getting started	9
● Graphics	8
● Value	9
● Playability	8

GARBAGE CAN MAKE A GOOD GAME

TRASHMAN

After all those games ending in 'man', you'd think that you were in for another dose of ghosts and power pills. But you'd be quite wrong with this latest offering from New Generation software.

You play the part of a dustman, and you have to empty the bins by collecting them from the gardens, tipping the contents into the van and then returning the empty bin to its rightful owner.

All this is done against the clock; a little timer ticks away slowly in the corner of the screen. Failing to empty the requisite number of bins in the time allotted will prompt a response from the boss to the effect that you're about to be fired unless your performance improves.

However, there are ways of obtaining perks, in the shape of extra time, by staying in the homeowners' good books. You do this by not walking with your muddy boots all over their newly mown lawns. In return, a friendly housewife will invite you in to show you her ZX81 and will reward you with (amongst other things) some extra time points.

The main attraction of Malcolm Evans' previous games was always the stunning graphics; 3D Tunnel is still a talking point. And it's those excellent graphics which really make this game. The view of the street scrolls up the screen, and the player's angle is that of a bird's eye view.

The perspective is perfect, right down to the way the dust-



man stoops to pick up the heavy bin.

And there's a touch of Frogger in there as well, 'cos he has to collect bins from both sides of the road. To make life difficult, there are the cars which speed along in both directions. Animation is beautifully smooth and outclasses most of the pure Frogger games I've seen for this machine.

The houses are superb, too.

The only slight problem I found is that control is via the four cursor keys, which I don't like and find difficult to use. You can use a joystick, though, if you have one.

The fastest way to lose points in this game is to commit the deadly sin of walking on someone's grass. Doing this will, in all probability, deter the owner from offering you a much-needed tip. In fact, you'll probably wake the dog whose territory you've just invaded. Yes, just like real life, there're dogs too. Accompanied on screen by the phrase 'scat or I'll bite your leg', the dog's appearance necessitates a hasty retreat for our intrepid binman.

Generally, I enjoyed this game. It's not fast by any means but, if you'd rather have a challenge than spend all your time zapping things (no you can't shoot the dog), then you'll love it. Trashman certainly lives up the high standards set by New Generation in the past. It runs on a 48k Spectrum and costs £5.95.

● Getting started	8
● Graphics	9½
● Playability	7
● Value	8

THIS WILL GIVE YOU THE HUMP!

HUNCHBACK

I've always thought Hunchback had a really weird theme — a cripple jumping along the top of a castle is weird, isn't it? But the game really caught on in arcades, and it certainly seems to be a popular game on home computers.

Hunchback, for the BBC, is a fairly good copy of the original game but it is hardly 'state of the art', and this Beeb version doesn't compare with the Spectrum version available from Ocean Software.

The aim of Hunchback is to run across the top of castle battlements without being knocked off. Armed guards try to spear you and rocks and arrows fly out of nowhere. Quasimodo will have to keep jumping just at the right time if he is to stand any chance of rescuing the beautiful Esmerelda.

Superior Software's Hunchback is a playable game. However, it lacks the professionalism that has become very evident in Spectrum games — sadly missing in most BBC software.

The graphics are of a reasonable standard but the scrolling screen flickers. The sound capabilities of the machine have been totally ignored, apart from the odd beep or squeak.

If you liked the arcade game, then this version will probably appeal to you. If you weren't a fan, then I'm afraid Superior Software's Hunchback won't convert you. The game is available now and costs £8.95.

● Getting started	8
● Playability	7
● Graphics	6
● Value	6

KONG'S BEEN CONVERTED

ATARISOFT

Good news has been pretty thin on the ground for TI owners these days, what with the US company ceasing production of the machine and compatible software.

Now we can bring you the good news that there may be life in the old micro yet, thanks to the splendid new range from Atarisoft. Atari's most successful titles have been converted to run on the TI — games with famous names like Pac Man, Donkey Kong and Centipede.

I plugged in the ape game and was delighted to find an excellent version of Kong — better in my opinion than Atari's version for their own machine.

The graphics are pretty, colourful, and the animation of moving objects is extremely smooth. The game has the full four screens as per the Nintendo arcade original and includes a two player option.

Just in case you've been in hiding for the last two years, the basic idea is to get Mario up to the top of the scaffolding to rescue his girlfriend being held captive by the Donkey Kong.

Atarisoft are asking £29.99 for this cartridge — a lot of money, but then it's head and shoulders above anything in TI's own range for playability, quality of graphics and lasting appeal. A definite must for TI owners.

● Getting started	9
● Graphics	9
● Value	9
● Playability	9

TUNES HELP YOU PLAY MORE EASILY

TROOPA TRUCK

Fans of Moon Patrol, as seen in the arcades, can now play the game on a Commodore 64.

Troopa Truck is one of the latest releases from Rabbit Software and your job, as is usual in these games, is to save the Earth. As the driver of a Multi Terrain Amphibious Armoured patrol vehicle (their name, not mine) you must cross the landscape that scrolls sideways at you.

Intent on sabotaging your mission, some extremely selfish boulders deliberately position themselves in your path. However, a swift finger on the fire button will soon take care of them.

Then there are the aliens which gather overhead. Shooting them will get you extra points, while failing to avoid the arrows they drop will lose you one of your three lives.

I first played this game at a trade show in London last month. The first thing that caught my eye (well, ear) was the sound effects. As well as the catchy tune which plays all the way through the game, you also have the sound of clanking wheels as they bob up and down under the car. If you ask me, it's about time for a 10,000 mile service.

And that tune really is catchy. I was still humming it on the way home from the show.

As well as the decidedly unfriendly boulders, there are also holes in the moon's surface which must be avoided. Luckily your vehicle is like no other; it can jump. Pushing the joystick up will jump your car just like Miner Willy in Manic Miner. Only thing is, a miner jumping across a gap is one thing; a car doing the same is rather different.

I assume that the game gets a lot harder as you progress, as there's a note in the instructions consoling those about to give up. Every obstacle, it says, is passable.

As well as the ability to jump, you can also accelerate and slow down. To help in really tricky bits, you can alter your speed while in the air.

Overall, I found this a very playable game. It's very addictive but I don't know how long the action continues before you are deemed to have succeeded in your mission.

Personally, I couldn't get very far, but had great fun trying. And the tune's good, too.

A well produced game which should prove fun for Commodore 64 owners, Troopa Truck is from Harrow-based Rabbit Software and costs £5.99.

● Getting started	9
● Graphics	8
● Value	8
● Playability	8

continued on page 28

AWARD WINNING SOFTWARE FROM AUTOMATA

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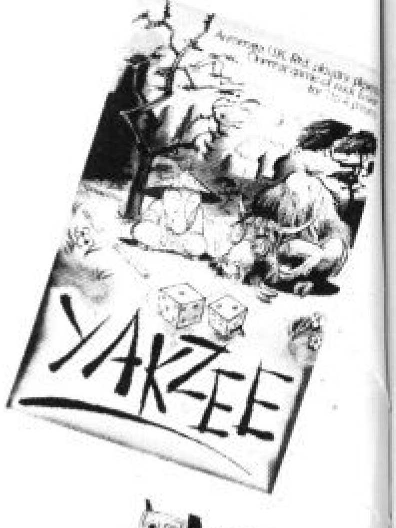
















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continued from page 23

ASSAULT AND BATTERY!

BEAR BOVVER

If you play around with your computer today, you're in for a big surprise. For all the bears that ever there were are out for a teddy bear's video game!

Bear Bovver is a cute little game, based on that arcade favourite Burger Time. But instead of burgers and nasty tomatoes, you get batteries and Bovver Bears! Ted is out to find more batteries for his electric car which is rapidly running out of power.

He comes across a Burger Time-style grid of ladders and platforms and must climb them to get the batteries and knock them down to power his battery car.

All the while the Bovver Bears — complete with braces and big boots — are out to get him! Ted is armed with some time bombs which will help him fight off the bad Bovver Bears, but they soon come back and race after our hero. The graphics on this game are simple but very effective — the walking action of Ted and the Bovver Bears, is a real joy to watch. The author has come up with a nice line in typography too — the titles and instructions are really attractive.

Game action is addictive and fast moving — you'll have to have a quick keyboard finger to stay out in front of the mean old Bovver Bears.

One gripe, however. The inlay instructions included with the tape are just not adequate. Simply giving the control keys isn't good enough. When you reach the end of a screen. Ted is supposed to drive off in his battery car, but I just couldn't work out how to stop him running into the rest of the batteries dropped down from the ladder maze! No instructions about that anywhere!

A nice feature of the game is the baby bear mode which enables you to practice the game without getting bovvered!

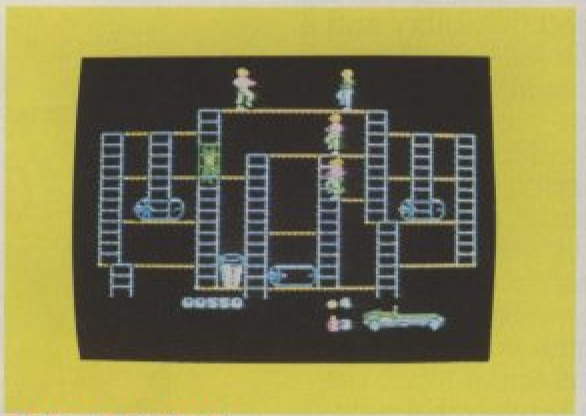
A great game for the younger computer game fan, Bear Bovver comes from Artic Computing and will set you back around £5.50.

● Getting started	7
● Graphics	9
● Value	7
● Playability	8

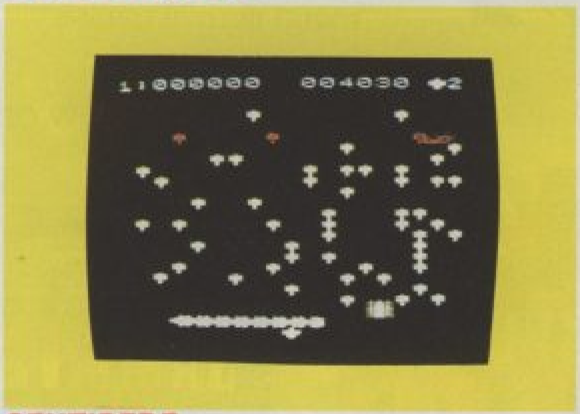




JET SET WILLY



BEAR BOVVER



CENTIPEDE



BEACH-HEAD

CENTIPEDE ON ITS LAST LEGS!

CENTIPEDE

Whilst applauding Atari's decision to convert their top games for other micros, I can't help feeling slightly bored by their conservative choice of titles for some machines.

Do we really need Pac-Man and Galaxians for the Spectrum, even if they are the officially licensed titles? The fact is there are already dozens of excellent maze games and shoot-'em-ups for this machine.

Vic 20 owners are also victims of Atari going for the soft option with positively ancient offerings such as Pac-Man and Centipede.

I plugged in Centipede to take a look. First problem was that a quarter of the screen was out of view and steadfastly refused to be centred.

For those of you who've never heard of the game, the action takes place in a mushroom field.

Using your rapid fire bug blaster, you have to annihilate everything in the garden. I hope Percy Thrower isn't reading this.

The real point earners are the jumping spiders, poisonous scorpions and frenzied fleas. Also worming its way down screen, is a centipede which squirms in and out of the mushrooms — you have to shoot each and every segment to kill this one.

If you went bonkers over the arcade game, then you will enjoy playing the game at home on your Vic. It's not quite as fast as the Atari version and lacks the prettiness of the original — though these are shortcomings of the Vic not the cartridge.

What really gets me is that with so many great new games to choose from and some of the best game-writing talent in the US, Atarisoft continue to churn out video geriatrics like Centipede and Pac-Man. What about Xevious, Star Wars, Robotron, and Pole Position?

Centipede is in the shops now at £19.99

● Getting started	4
● Graphics	6
● Value	5
● Playability	7

BATTLE FOR THE BEACH

BEACH-HEAD

Guns, tanks and battleships don't sound like the ingredients for a highly original game but, unlikely as it may seem, they have combined to produce the USA's best selling game of '83.

Beach-head won the award for the best graphics and sound

continued on page 28

Tasket & commodore 64

We're only writing games, and we're only writing for the 64. Rely on us to bring you the greatest games, the greatest concepts and the greatest value.

GYROPOD

NEW

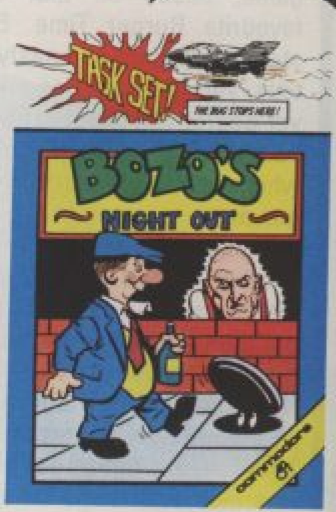
The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hi-score table to set new standards in hi-tech slaughter.



BOZO'S NIGHT OUT

NEW

A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



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SUPER PIPELINE

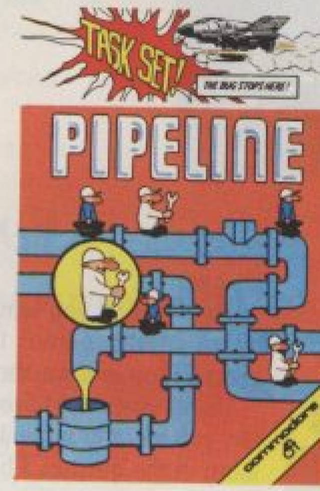
Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline – and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.

JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.

COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.







TASKSET LTD – *The Specialists*

Naturally, everything we've written for the 64 is available on either cassette or disk.

Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

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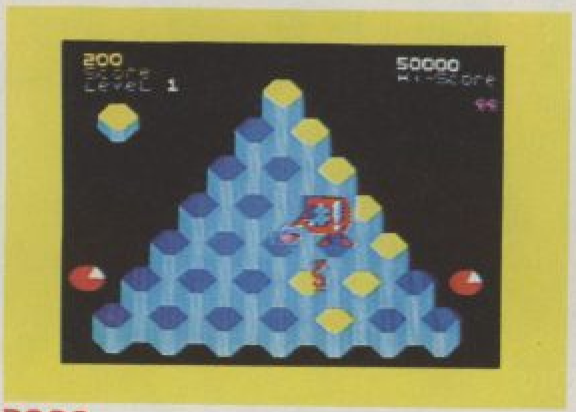
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TASK SET! THE BUG STOPS HERE!

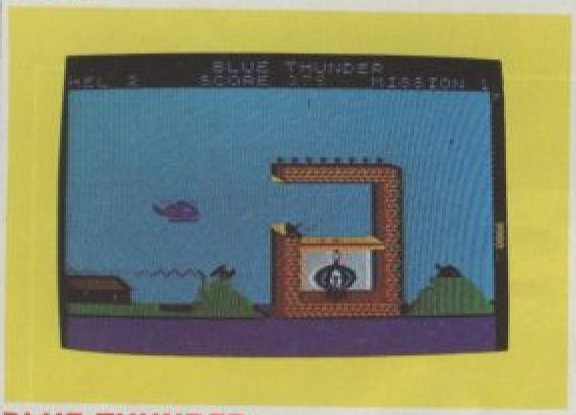




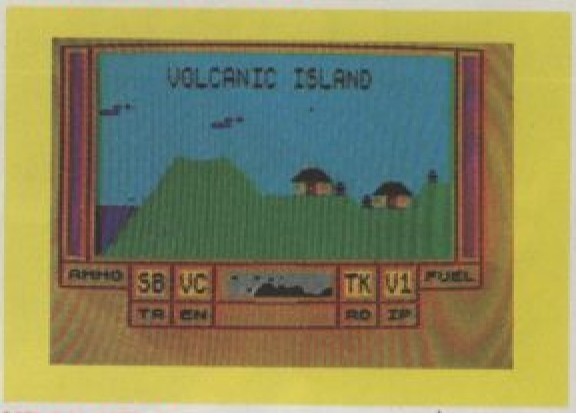
POGO



FORBIDDEN FOREST



BLUE THUNDER



KRAKATOA

continued from page 25

effects in a computer game in a poll published by the influential American music paper, Billboard magazine, as well as topping the sales charts for several months.

The object of the game is to guide your fleet of ships through the island's air and sea defences, negotiate a mined harbour and land a whole division of tanks on the beach.

The award for the best sound effects was well deserved — the bombing and engine noises are so realistic you could quite easily believe you're smack in the middle of the Battle of Britain. But the graphics, though impressive during the first two phases, become progressively more strained and less sophisticated during the latter scenes.

Having said that, Beach-head leaves 95 percent of British Commodore software standing and any shoot-'em-up fanatic will love the game.

Beach-head is the first of a new range of software called US Gold being produced by the Birmingham company, Centresoft.

It costs £9.95 on cassette or £11.95 for the disc version.

● **Getting started**	8
● **Graphics**	8
● **Value**	9
● **Playability**	9

IS THIS THE NEXT NO. ONE?

JET SET WILLY

Manic Miner strikes again! That genius of the bizarre, Matthew Smith, the programmer behind the *C&VG* Golden Joystick winner, Manic Miner, has come up with another original game. Everyone has been waiting for the sequel to Matthew's top selling Spectrum game with bated breath. Could it match up to the quality and playability of Manic Miner? Well, the answer is most definitely a resounding yes!

Miner Willy is the star of this game — but he's no longer lost in a mysterious mine. With all the money he made down the mine, Willy has purchased a vast mansion in Surbiton. Why Surbiton? Don't ask me, ask Matthew!

Willy isn't mean with his newfound wealth either — he has huge parties in his new home with hundred of friends who 'really' know how to enjoy themselves.

They often leave the place in quite a mess, however, and Maria, Willy's fiery Italian housekeeper, gets really upset about this. This new Willy epic begins after one of these big parties. Maria has finally put her foot down and won't let poor Willy get to bed until he's cleared up the house! Maria stands at the doorway of the master bedroom and won't let Willy past the threshold until he has picked up every glass and bottle in the place.

Now, Willy's mansion is massive and there are places and rooms which even he — an intrepid explorer — hasn't seen yet.

So there you have it — you control the top-hatted Willy on his quest through the weird rooms of his mansion searching for the glasses and bottles left lying around by his untidy mates.

Jet Set Willy has well over 60 screens — all different — featuring Matthew's wonderful graphic oddities. Watch out for the ballet-dancing rabbit and the penguins in the cold room. Graphic masterpieces in their own right.

There are also some refugees from Manic Miner among the odd creatures to be found — but spotting them yourself is half the fun.

The game is just too big for this reviewer to take in in the limited time available to look at the game — but I'm certain this game is going to be a winner.

I found it much easier to get into than Manic Miner. The controls are extremely simple — just three keys for left right and jump. You can also move from screen to screen without having to complete a task first — a bonus when you want to find out what's coming next!

Software Projects have come up with an original anti-piracy device to protect their latest blockbuster. It's a card with a coloured grid pattern. When you load the game, the computer comes up with a random location which corresponds to a square on the grid. You have to key in the colour code before you can play the game. This routine has to be carried out each time you play the game. Will it stop the pirates? We don't know — but it will certainly make life more difficult for them.

All this and a great competition too! The first person to discover just how many glasses Willy has to collect before he is allowed to get to bed will win a case of champagne and a helicopter ride over his or her home town.

Jet Set Willy is bound to be up among the top ten in the *C&VG Daily Mirror* software charts before very long — and I confidently predict that Matthew Smith and Software Projects have got another number one on their hands.

Jet Set Willy is available now from Software Projects of Liverpool and is a bargain at £5.50.

● **Getting started**	8
● **Graphics**	9
● **Value**	8
● **Playability**	9



PIMAN GETS PAC-MAN TREATMENT

POGO

Q*bert copies are beginning to proliferate on the Spectrum in the same way as rip-offs of Pac-Man did twelve months ago.

With no less than three versions to choose from, we thought it was time *C&VG* told you which one to spend money on.

The original was an arcade game by Gottlieb which introduced the cute but foul-mouthed little character who had to hop from tile to tile on a triangular shaped play area to change the colour of every square. Nasties like Coily, the snake, and a big red bouncing ball tried to stop our long-nosed friend from completing his task.

Ocean's Pogo is the closest to the arcade original with the snake and bouncing ball — though in this version Coily is operating under the assumed name of Hiss.

The slow, looping hop of Q*bert has been faithfully recreated in Pogo and this is also the only version which makes our friend jump off the side of the pyramid when you press the wrong key.

Also hopping onto the bandwagon are Automata with their PiMan Q*bert game — Pi-Balled.

PiMan and Q*bert could almost be brothers with those unmistakable long snouts — a similarity that has not escaped Automata's attention as they include a bar-room scene in the game where the two share a drink.

If you like fast games, then this is the one for you. The PiMan can be made to move very quickly from square to square as he performs his Q*bert impersonation.

Like Pogo, this game features the spinning escape plates at the side of the pyramid which you can jump onto when the going gets really tough.

Spellbound from Beyond is the most original adaptation of the Q*bert theme introducing witches, spells and devils.

Despite the pretty graphics, this is the least playable version of the game. The little yellow devils are difficult to see and the tiles only partially change colour when landed on — making the whole effect less colourful. Spellbound also lacks the escape plates which are an integral part of the original idea.

Best buy. For my money Pogo is the best Q*bert-type game available for the Spectrum — and marks another success for Ocean who are really beginning to make their mark on the games business.

Pogo £5.90 from Boots, Menzies, Woolworth, Pi-Balled from Automata of Portsmouth at £6 and Spellbound from most software shops at £5.95.

Pogo	
● Getting started	7
● Graphics	7
● Value	8
● Playability	9

Pi-Balled	
● Getting started	7
● Graphics	7
● Value	6
● Playability	7

Spellbound	
● Getting started	7
● Graphics	8
● Value	5
● Playability	5

AND NOW . . . 'COMPUTER NASTIES'!

FORBIDDEN FOREST

Video nasties have been hitting the headlines quite often recently and, judging by the amount of blood spilled in Forbidden Forest, 'computer nasties' will soon be making the headlines in our daily papers.

Forbidden Forest, an American game for the Commodore 64, is set in a mysterious forest. You play the part of an archer who has been sent on a quest to kill the evil ruler of the FOREST.

Armed only with a small bow and limited supply of arrows, you must fight your way past the corrupt and evil creatures under the Demogorgon's influence.

The first attack comes from the giant spiders. They rush at you unexpectedly. This is the point in the game where things get quite messy, and where the programmers have gone a little over the top on the animated blood which splatters all over the screen.

Further levels feature bumble bees, frogs, dragons and an army of skeletons. Each new type of aggressor needs different tactics to defeat them. The skeletons are particularly difficult to shoot and this level will easily prove the most taxing to would-be players.

The end of the game is reached when you come face to face with the Demogorgon. The whole sky turns black and lightning flashes all around you.

Overall, the game is fun and the graphics are reasonably clear and well animated. But the game, for all its frills, is only a plain shoot-'em-up and isn't in the same league as most American software. All in all, Forbidden Forest is a competent game, but it's definitely not game of the month material.

Forbidden Forest runs on the Commodore 64 and is available from Birmingham-based Centresoft for a price of £8.95.

● Getting started	8
● Graphics	8
● Playability	8
● Value	7

THE FALKLANDS FACTOR

BLUE THUNDER

Shades of the Falklands infamous bomb alley must have been in the programmers' minds recently as a flurry of air-sea battles are bombarding the software shelves.

Hopping aboard HMS Spectrum are Krakatoa from Abbex and Richard Wilcox's Blue Thunder which we played against each other in an explosive head to head.

Both games feature choppers performing a dual mission of defence and rescue over the briny.

The Blue Thunder chopper has the most realistic flight graphics — banking and dipping its nose as it moves forward.

The aim of the game is to blast your way into a nuclear reactor which pops up out of the sea like an electronic sea serpent.

Getting in is relatively easy, but blowing up the radioactive core takes much more skill. Once the possibility of a nuclear blast has been eliminated, you can rescue your comrades held on an adjacent island.

Blue Thunder is only average entertainment. The chopper movement is either too slow or too fast and some of the ground installations showering you with fire cannot be shot.

Far better value for money is Abbex's Krakatoa. This game has so many clever little graphic frills that it is difficult to mention them all.

The basic idea is to protect a tanker being bombarded by enemy ships in the bay. A radar scanner enables you see the bandits and sneaking submarines. You'll really need to start bashing your keyboard in an attempt to down those enemy planes and subs.

When the tanker sustains a hit, the crew are thrown into the water and it is your job to let down a rope and winch them up to the safety of the chopper.

This is one of those games where you need about thirty six fingers but, despite this, it's hellishly addictive. The more I played it, the more features I discovered.

Krakatoa from Abbex really silences Wilcox's Blue Thunder and is in the shops now at £5.95.

● Getting Started	8
● Graphics	7
● Value	8
● Playability	8

continued on page 31

continued from page 29



GETTING INTO DEEP WATER!

O'RILEY'S MINE

'Ee, there's trouble down t' pit, tha ken. And there's nowt Arthur Scargill can do this time.

This is one of those scrolling games, which has you playing the part of O'Riley, the fearless miner. Unfortunately, there's a leak in the shaft and water's gushing everywhere. As fast as you can dig a tunnel, it fills up with water.

But, as every good physicist knows, water will travel to the highest level filling the lower ones as it goes. So if you dig a side-to-side tunnel branching off from the main vertical shaft, then the oncoming water will fill your new tunnel before rising up the main shaft and blocking your only hope of escape.

The secret, I found, is therefore to dig horizontally along the whole length of the bottom of the pit. This will allow you time to get back to the top without the shaft filling with water.

The object of the game is to dig in the mine and collect the buried treasures. When you've found all of them, you move to the next level, of which there are nine. I found the game rather easy at first and, once I'd worked out the tactics, there was little difficulty in getting to level four.

As well as collecting the buried oil, gold, diamonds, coal and uranium, you are also pursued by some river monsters. What they're doing in a mine shaft is anybody's business, but they must be avoided on pain of being frazzled. Then there's the water, in which you will drown instantly if it touches you.

My main criticism is that the mine isn't very wide — in fact, the true width is only about two screens. This makes the game rather monotonous, and I don't think that I'd play this very often if I'd paid out real money for it.

Reward comes not in points, but in money. Well, you don't actually get the cash, it's just that the score line has a dollar sign in front of it.

Diamonds are the most valuable and will net you $9,000 for each one collected (unfotunately the game's American, so all the cores are in dollars).

Your only defence against the assailants is a limited supply of dynamite sticks. Pressing the joystick button will leave a lighted stick in your path, at which time a hasty retreat is advised. If you've timed it right, the explosion will kill the approaching meany. If you haven't, then you've just wasted a stick of dynamite. Every unused stick at the end of a level is worth $3,000.

Generally, it's a very playable game, that's also quite fun. The early levels are quite easy and I wouldn't imagine it taking too long to complete the game, after which time any challenge has worn off.

The graphics are good, and the sound of the gushing water is quite realistic. In fact, it gets quite annoying after a time (think about it).

O'Riley's Mine is available from Centresoft and runs on a Commodore 64. It costs £9.95.

● Getting started	9
● Graphics	8
● Value	9
● Playability	7

SAVE THE POOR OLD TADPOLE!

SAVAGE POND

A tadpole's life is not an easy one. It's not all just swimming about in an idyllic pool waiting to become a frog you know. The poor little tadpole has to face many hazards before he grows up and starts his own little brood of froglets.

Your task is to breed as many frogs as you can in this pond without being killed off by the natural — and unnatural — hazards in the pond.

Things don't look too bad in the first stage of the game. You help your little tadpole fill up with amoeba and worms — avoiding the nasty stinging water plants at the bottom of the pond which will kill a careless tadpole.

Dragonflies zip over the pond dropping eggs which hatch into nasty water nymphs unless the tadpole eats them first. If a nymph hatches out, it will chase your poor tadpole and attempt to eat it.

As you master each phase of the game, more hazards are introduced until you reach the serious business of frog breeding. Jelly-fish drop in for a bite and bob around near the surface. Then just to add a topical touch — some nasty person dumps a drum of radioactive waste into the pond and your tadpole has to watch out for poisonous patches in the pond!

The third stage of the game introduces the first frog who sits on a log and can attempt to eat those nasty dragonflies as they zoom overhead. If you've got this far but all your tadpole eggs have been destroyed, the program calls up a 'computer mating agency' and provides you with some more spawn and another chance to start a colony of froglets.

Savage Pond is an original and fast-moving game with colourful and intricate graphics. At first it's a bit difficult to master the swimming motion of the tadpole, but with a bit of practice you'll soon be a nippy little amphibian!

You'll also need to take some time reading the instruction booklet which comes with the game — a very comprehensive publication this. Other software companies take note!

I really enjoyed playing Savage Pond — it brought back memories of when I tried to breed tadpoles in a jam jar. This way it doesn't take quite as long and you don't get baby frogs all over your living room.

Savage Pond for the Commodore 64 is available now from Starcade of Merseyside and will set you back £8.95.

● Getting started	7
● Graphics	8
● Value	7
● Playability	7

BATTLING CHEESE-BURGERS!

PROBE 3

There I was, peacefully cruising through space, when all of a sudden these flying saucers came screaming down at me from out of the stars! Well, what could I do — I just had to blast them.

Probe 3 is one of the new releases from IJK Software for the Oric-1 and the new Oric Atmos. Really it's a fairly basic space shoot-out — but with some nice graphics and game features.

You control a space ship — which looks a bit like a bunch of cheeseburgers stuck together — not one of the best features of this game! The alien saucers are great though. They come flashing out of the furthest reaches of your screen and zoom over your cheeseburger — sorry spacecraft! — dropping bombs before they zap off into the stars again. Your job is simply to shoot them down and avoid the bombs.

Each wave will retreat once you've blasted 20 of their number and another wave attacks in greater numbers, with those missile launchers in action on the planet's surface. The more saucers you let past, the more frequent the missile attacks from the ground. Those saucers land and help the missile crews out you see! You get a bonus score after each wave is destroyed.

Overall it's a pretty good game for the underprivileged Oric and would make a good addition to the Oric owners game library. Probe 3 comes from IJK Software of Blackpool and costs £7.50.

● Getting started	7
● Graphics	7
● Value	7
● Playability	7

SCREENPLAY

£200 COMPETITION



SCREENPLAY offers anyone who buys the ANIMATOR for the DRAGON 32/64 or the BBC Micro, the chance to recover the cost and a whole lot more.

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Rules of the competition and entry forms are included in the package. All entries will be acknowledged.

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The programs are supplied in a box with a comprehensive manual and demo programs. Details of each product are given below.

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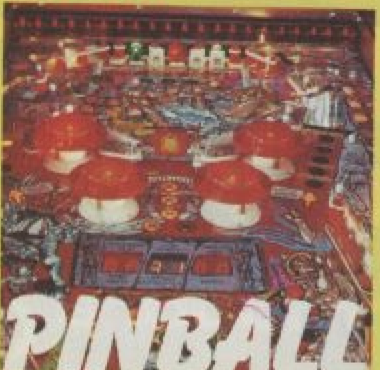
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ARCADE

NEWS OF THE NEWCOMERS

The roving reporters were at it again. Trudging tirelessly round London in their never-ending search for newer, better and more exciting games to entice the trigger-happy into the arcades.

We hit gold when we went to the ATEI exhibition a few weeks ago where all the latest games were housed under one roof!



Pinball machines with odd features on the backflash appear from time to time. In the past, the player could have been confronted with racehorses flashing along the backflash while the score mounted, or simple spinning target shapes whizzing around to add an extra fascination to the game.

Zaccaria have come up with a new pin called Devil Riders which has a little stunt motorcyclist zapping around in a wall-of-death-style loop within the backflash. Devil Riders is, thankfully, a far cry from that other awful Zaccaria game, Farfalla — the one with that garish flower-power design.

It has a two-level playfield and several interesting features. On the top level, you have to keep the ball smashing into those fixed targets to get the man on the bike spinning — the more targets you hit, the faster the cycle spins around in its wall-of-death loop. Positioned around the loop there are score-lights, so you can collect an extra bonus, as the cycle spins in wheel-of-fortune fashion around the backflash loop.

There are two access ramps to the upper level, each guarded by three drop targets. Hit the targets and the ramps drop — allowing you to go up on the top level and get the cycle spinning.

I enjoyed playing this game. It needs accuracy and quick reactions to get the most out of it, though.

● The Pinball Owners Association have revamped their magazine called *Pinball Player* — a must for all pinball fans.

It is now printed on better quality paper and includes features, articles and reviews about your favourite arcade pastime. If you are interested in contacting the Association, send an SAE to Arcadia, 465 Cranbrook Road, Ilford, Essex IG2 6EW.

FIRE FOX

Stealing the show on the Atari stand was Firefox which is still receiving a lot of publicity. Based on the film of the same name, it's a realistic, adrenalin-pumping aerial shoot-'em-up/down using actual clips from the film.

Atari brought over from the States a huge simulation model of the Firefox's cockpit with the video display on a screen situated some eight feet from the cockpit's nose. With stereo sound of explosions and enemy fighters screaming across your flight path, it gave a completely new dimension to playing video games. Unfortunately, this model won't be available in the arcades but you will find the next best thing — the new streamlined cockpit-style cabinet will be lurking in your arcades in the next month or so. Watch out for it — it's impressive.



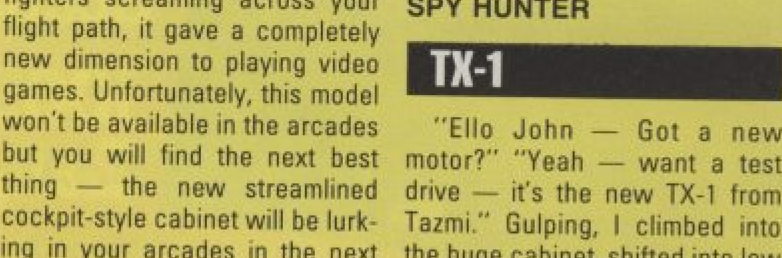
SPY HUNTER

TX-1

"Ello John — Got a new motor?" "Yeah — want a test drive — it's the new TX-1 from Tazmi." Gulping, I climbed into the huge cabinet, shifted into low gear and prepared myself for a hair-raising dash round the track at 185 mph. Needless to say, my driving expertise wasn't up to getting round the circuit in one piece!

For those of you who are experts, TX-1 offers a far greater challenge than any of the other racing games currently on the market. You've got the choice of eight international circuits and, to get onto these, you have to take either the left or right hand bends at junctions throughout the game.

Ultimately, you could find yourself whizzing round circuits in Japan, Paris, South Africa, USA, Spain, Monaco, Belgium and Italy through magnificent scenery where your whole existence depends on your skill in taking corners, avoiding oil patches and safely negotiating other cars.



ROLLER ACES

SPACE ACE

Space Ace, hot on the heels of Dragon's Lair, also attracted a lot of attention. The successful Don Bluth partnership with Magicom, formerly Cinematronics, has come up trumps again in a game whose animated cartoon graphics are on a par with those of its predecessor. Set in space, the idea is to rescue Kimberley, your ravishing auburn-haired partner — from the evil clutches of the aliens.

Space Ace plays in exactly the same manner as Dragon's Lair in that you don't have complete control over the characters. They only need guiding at certain points and your moves have to be timed very carefully. Too early or too late will inevitably end up with you being splattered across the universe, squashed by pile-drivers or frizzled by thousands of volts of electricity!

I haven't played the game through to the end yet, but a tip to beginners — at the start jump towards the flashes of light, when running from the alien space ships, push your joystick to the left twice, then punch the energise button and . . . the rest is up to you. If you hear a ping, you've made the right move and if your timing's right, you'll survive to move onto the next piece of action.

10 YARD FLIGHT

10 Yard Fight from Irem Corporation has just hit the arcades. It's an excellent sports simulation of American Football where you'll have to pit your team against the computer's and fight



for every yard to get the ball up the pitch to score a touchdown. As anyone who has ever watched the game on TV knows, you will probably leave a trail of utter chaos, tangled limbs and destruction as you inch your way up the pitch!

It will be interesting to see how this game takes off in the UK's arcades — extremely well I should imagine, if the huge amount of interest generated by Channel 4's screening of America's national sport is anything to go by.

ROLLER ACES

Streets Manufacturing have come up with an original in Roller Aces. No space ships, aliens or laser guns are involved in this game, rather the skill lies in not falling off your skates!

Skating round the track at top speed dressed in the fully padded suit of the pro, your aim is to first qualify for the race and then, with two other roller aces controlled by the computer, get ready for the fastest, dirtiest race of your life. Alas, all is not plain sailing — your opponents are masters in the trade of dirty tricks and will do everything possible to stop you winning. However, you've got no qualms about playing dirty and will do unto them what they do to you. Obstacles abound and you'll have to be nifty on your skates to avoid pits, bollards and to pick up bags of gold which are lying on the track. Why bags of gold? They earn extra points but don't have a lot of significance to the game.

SCRUM & TRY

Scrum & Try from Data East is another sports simulation which will soon be infiltrating the arcades. This time rugby fans should be cheering — no longer will you have to pile out onto a muddy field in near freezing temperatures, no more cuts and bruises from tackles and scrums and definitely no more torn cartilages. In the warmth and comfort of a friendly arcade, you can now play what must be the only form of armchair rugger, with nothing disturbing the tranquility, other than the dedicated zapping of aliens from other fanactics around you.

BADLANDS

Badlands is Konami's latest offering to the rapidly swelling number of laservideo games using animated cartoon graphics. Set in the wild, wild west, the good guy's family have been murdered in cold blood by a gang of thugs. He sets out to avenge their deaths — an eye for an eye, a tooth for a tooth.

There is a brief explanatory film clip with voice-over at the start of each game describing the whole horrific incident. The game begins — you're walking down a dusty street past a saloon bar when one of the thugs seemingly appears from nowhere. You find yourself looking down the twin barrels of a shotgun — Booom! — unable to draw fast enough, you're left lying in the dirt with half your body blown away. Further scenes depict an axe cleaving your head in two and a scorpion which leaps on and eats away at your face.

Like the other cartoon-animated games, you can only control the character in Badlands at certain points throughout the game. The only form of control is a huge round fire button, closely resembling a track ball which has to be hit whenever you need to make a move. Every time you are attacked by the bandits, punch the button and, if your timing is right, the baddies will be blown to hell — too bad if you're wrong though as another life is lost.

Although the graphics in the game are brilliant, it loses a lot in that the player has almost less control over the game than is normally found in the majority of cartoon laser games. The other games usually have a fire button or the equivalent as well. I also



JACKRABBIT

found Badlands to be very macabre and in bad taste. Most games treat the death of the main character lightly and leave the manner of the character's death to the player's imagination, rather than portraying the grisly details on screen.

JACKRABBIT

"Eee! What's up, doc?" Yes, you've guessed it, Bugs Bunny (or rather Jackrabbit) is now immortalised on the video screen. It is a light-hearted game from Zaccaria, in which the rabbit has to hop round the screen collecting carrots from someone else's carrot patch.

The screen is laid out in squares, some of which will contain a carrot and others a pit designed exclusively to catch rabbits on the hop. You've got to guide the dastardly carrot-eater safely round the garden, avoiding pits and bopping the baddies on the nose when they come within boxing range. Further screens prove more difficult with extra pits and split-level scenes.

SPY HUNTER

Spy Hunter is described by Bally/Midway as a 'turbo-charged espionage thriller'. I would tend to agree. It's basically a sophisticated car chase with you as the good guy escaping from a bunch of thugs down a long and treacherous road.

You'll have to put your foot down if you want to escape unscathed. Get ready, foot on the accelerator and into low gear, shift into high gear and away you go. Hot on your heels are a number of nasties including the bullet-blasting Road Lord, the sinister Dr Torpedo and the Mad Bomber. Eliminating these nasties takes quite a bit of skill and points awarded are graded, with the demise of the Mad Bomber being awarded highest points. Needless to say, it's harder to get rid of him than any of the others.

Your turbo-charged car is fitted with some of the latest weapons but you have to earn these. A weapons van appears at certain intervals throughout the game and equips you with new weapons, ranging from machine guns, smoke screens, missiles and oil slicks.

There is a slight hitch in this game — to enable the van to re-equip your weapons system, you've got to drive into it. Remember, you're travelling at about 100 mph and bullets are flying. Not a game for the faint hearted.

Mr. ADVENTURE MEETS SPIDER-MAN™ and the HULK!™



We have not had any new Adventures from Scott Adams since *Golden Voyage* surfaced a couple of years ago. Had he left us with an insoluble Adventure (*Savage Island* Part 2), I wondered, and made a quick escape from the Adventure scene, laughing?

Well, the news is, Scott is alive and well and living in Florida with his wife, Alexis and their two daughters. By now, he could be a father for the third time. He flew over recently, for his first ever visit to the UK. Feeling rather like a small boy about to be introduced to the REAL Santa Claus, I went along to meet him.

We typed OPEN DOOR and there was Scott, the man with one of the most devious minds in the world, instantly recognisable, more from a photo in '80 Microcomputing' some four years ago, than from the recent photograph in January's *C&VG*

The place was festooned with pictures of Hulk and Spider-Man and bedecked with Marvel comics. Why all this Marvel Comic artwork? "My new series," explained Scott.

"I had been looking around for a theme on which to base some new Adventures. I looked at movies and decided that, once off the screen and forgotten, a game based on one would soon lose its appeal."

Frankly, I was disappointed. This didn't seem as if it would lead to the kind of puzzle and excitement that has become the hallmark of a Scott Adams adventure. OK, so I watched Hulk on the box occasionally, but could never figure out where he got his new shirt and pants. Would it stand up in an Adventure?

Scott walked around to a poster of the Hulk as depicted in Adventure M1, as the first of the new series is known. He talked enthusiastically about his new subject. He explained how he had

approached this particular Adventure and how he aims, in general terms, to develop the Marvel series which will be of at least 12 games.

Each will be self-contained, yet linked in a way that will not be obvious to the player. What that link is I cannot tell you, but it has a purpose. To tell you might spoil your enjoyment as you play your way through the series as a whole.

Suffice to say that I was once again in awe of Scott's ability to create something exciting, original and downright mean and devious!

I should have guessed! With Scott writing it, of course it would work! An adventure game is incredible by any standards — and with Incredible Hulk, and an Incredible Mind . . !

One thing I can promise — the Marvel games will be good and they will not, as ever, be easy!

The series is based on the world of Marvel comics. Adventure International has a 10 year licence with the comic company. Never before has Marvel entered into an agreement lasting longer than a couple of years, and in this case, it was Marvel who made the first moves.

"Adventure players are going to start reading comics again," claimed Scott. "It'll be more fun if you read the comics, but it will not be any easier to complete the games."

Is there anything new about the format of the series. Do they support multi-word input? "No," said Scott," I find that even in games with this facility, people very rarely use it. It really is unnecessary. If more than two words are called for, then if the player has typed TIE ROPE, for example, it is easy enough to ask TO WHAT?

Any randomness in M1? "Yes, there is one very big random element and two minor ones. But I'm not going to tell you any more than that!"

The Marvel series appeals to Scott because it is an exciting concept, opening up many new possibilities. In addition, the original series will continue, as it allows him to do just what he wants with his imagination and to explore new ideas that come to him. And one gets the impression that ideas are not slow in coming to this man.

Scott has not been idle since we last had a new game from him. Much of his time has been spent running Adventure International in Florida. After a number of moves to different premises, AI now employs about 40 people and occupies a Geodesic dome with 11,000 square feet of floor area for its production facilities.

So like many of us, Scott writes his games at home, in the evenings. "It's kind of difficult because, with two young daughters, I don't get the chance to make a start until around 7.30 — after their bedtime," he added.

Although they are now played more often on other micros, Scott still develops his games on a TRS-80. His Adventure Interpreter allows him to

For the past few months, the legendary Scott Adams has been developing a liking for comic book heroes like the Incredible Hulk and Spiderman. These characters are featured in what promises to be a tremendous series of Adventures based on Marvel Comics heroes. More are promised for the future. Elsewhere you'll find an exclusive review of the The Hulk, Scott's first superhero Adventure. Here Keith Campbell, *C&VG's* Adventure Supremo, asks Scott a few probing questions about his life and the art of writing Adventures.



write a machine code game without re-inventing the wheel each time.

"The interpreter is the printing press, I write the book. It has served me well," said Scott.

However, whilst writing M1, Scott came up against a programming requirement with which he began to think the interpreter couldn't cope. "I felt it was becoming too limiting" he explained. "So I went away and thought about it, and then went right back and just used the interpreter in a different way. Everything I needed was there all along — the problem was the way in which I had been looking at it."

So popular are the games that Mike Woodroffe, who represents Adventure International over here, has sent two programmers to Florida for training on Scott's interpreter. On their return, a start will be made to convert it for yet more micros, and by mid-summer we should begin to see Scott's games available for an extended range of machines, including the Dragon.

All of Scott's games are designed to fit into 16k of memory on a TRS-80. "So as you have a TRS-80, borrow my development disk to play Hulk," he said, offering me his diskette. "That way, you'll get the best game. The TRS-80 has the best version" I was never more glad that I had stuck to my trusty Tandy!

Scott originally wrote *Adventureland* in Basic, hoping to sell perhaps fifty copies to friends and enthusiasts. With hindsight, he now feels that *Adventureland* could have been twice as big a game in the same size memory, given the experience he gained in developing the series.

Scott's evenings have obviously been busy for, in addition to the first Marvel Comics adventure, he has extended the original series. Adventure No. 13 is *Sorceror of Claymorgue Castle,* "the most difficult", and No. 14 — a sequel to *Pirate.*

"I was never quite satisfied with *Pirate*, it wasn't all there. So I set about finishing it off," he explained. No mongoose this time, but the hill and the narrow crack are there. There could well be more sequels to come, and the earliest candidate looks like being a follow-up to *Strange Odyssey.* Scott claims he never achieved what he set out to do in *Odyssey.* "OK, it works well, but I just don't like it."

Some of Scott's games just happen. When he wrote *Savage Island Part 1,* he hadn't a clue what part two would be about. But when he came to it, everything fell neatly into place and it worked perfectly.

Mystery Fun House took him just a week to write, with a little help from his wife Alexis. He confesses that they created the fun house, in which all sorts of exciting things could be done, and they liked it so much that they had to think up a plot to turn it into a game.

So they added the parts outside the fun house and gave it an objective. It turned out to be one of his own favourites.

For those of you who write asking if *Secret Mission* is the same as *Mission Impossible,* the answer is yes. "We had to rename it because the television people objected," said Scott.

We moved on to *Voodoo Castle* which was written almost completely by Alexis. I was intrigued that, of the few girls and ladies writing into Adventure Helpline, this was the game they most frequently mentioned. Also, it was the one my wife had stuck at until she had solved it single-handed. Scott confirmed that he also found that *Voodoo,* for some reason, seemed to have a particular appeal to women, yet it did not appear on the surface to be a major departure from the rest of the series.

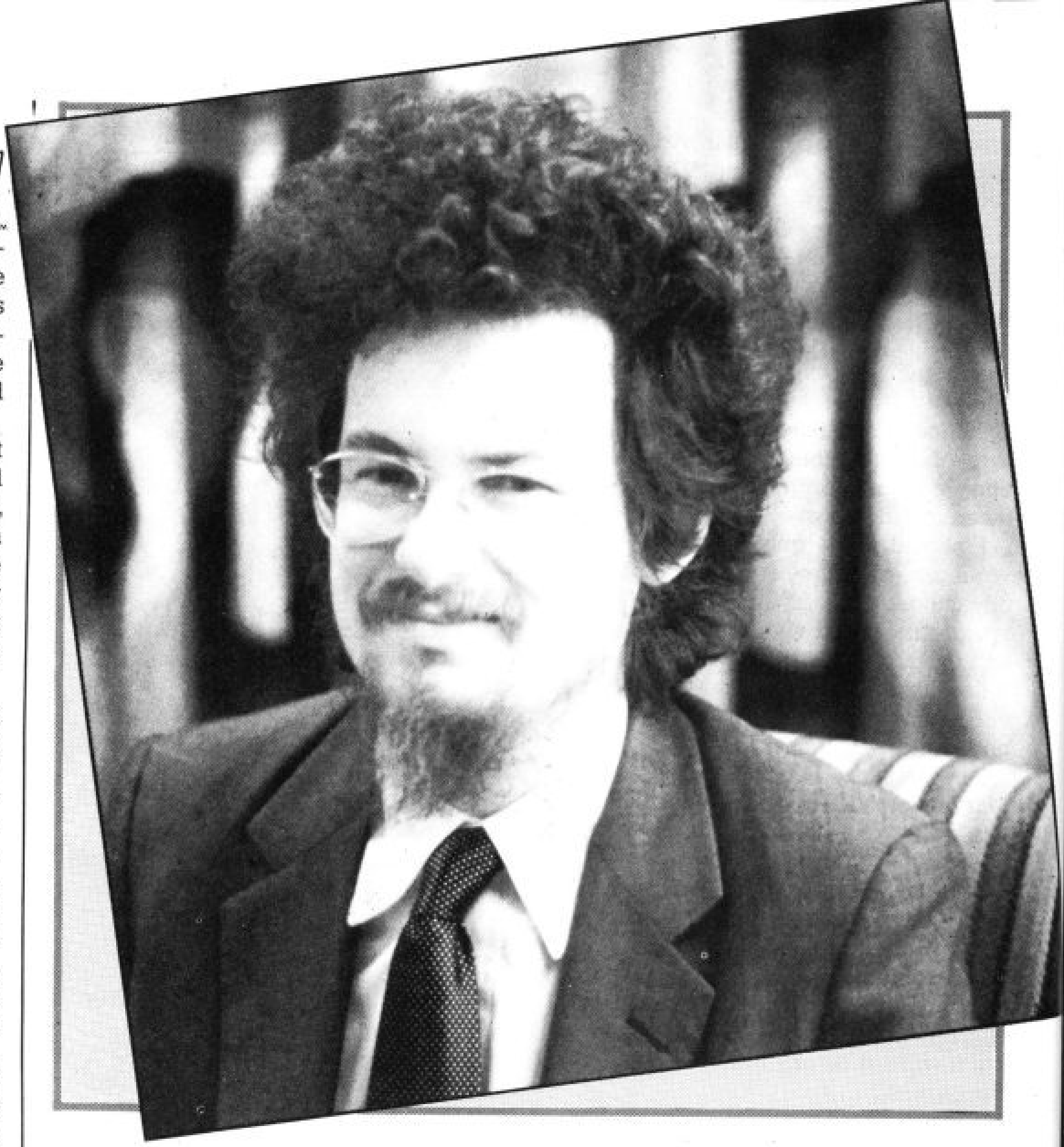
Why does Scott think his games are so universally popular? "I think it is

because they are logical. All the information and clues necessary to solve the problem are there. The problems are all capable of solution and the player knows that. So he refuses to be beaten and will come back again and again to try."

We turned to the subject of hint sheets. These have now been turned into a hint book and give first a clue, than a bigger clue and finally a solution to each problem covered. Isn't there always a danger that what the author doesn't see as a particularly difficult problem may completely baffle the player?

"Yes, that's true and we are constantly revising the hint sheets in the light of feedback. They are an ongoing thing." I had a look at the latest version of the hint book, just on its way to the printers and found it to be very comprehensive.

I was interested in Scott's views on graphical Adventures. "I understood you to prefer the purely text adventure and yet now we have SAGAs," I remarked. "I still do prefer text," replied Scott. "The player is left to exercise his imagination and provide his own images which is much more exciting. But if we can provide graphics, and people want graphics, then we should let them have graphics."



So saying, he led me over to an Atari, currently at the start of *The Count* SAGA. "Try that," he suggested, "and see what you think."

I panicked like a schoolboy faced with a spot test on a subject he had failed to revise. I sat down at the Atari and found myself in bed. There I was looking at the end of the bed, my feet sticking up through the end of the sheets. I took the sheet, got up, tied the sheet and opened the window. I was now facing an open window. I tied the sheet. "Type INVENTORY", suggested Scott. The picture showed me carrying the sheet which was clearly knotted to the bed. I climbed down the sheet, on to the ledge, and got in the window. I could now see the window, open, with the end of the sheet hanging down from above.

"So that's what it really looks like!" I gasped. I looked around and moved the portrait which left a gaping hole in the wall. I was seeing the scene through my own eyes, as the "puppet", rather than through the eyes of a third party depicting the scene with me in it.

The pictures are updated with the latest state of play and appeared perhaps more like an interactive illustration than most other graphical adventures I have seen, since they had been added to the text plot, rather than had the plot evolve around them.

I was impressed and found my previously formed mental images from the text game aligned closely with the graphic display. But I think I would rather play the graphics game AFTER the text game and that way get a whole new dimension from the game after solving the puzzle. This, of course, can be achieved through the "graphics off" switch.

One more note on SAGAs — the flicker problem, caused by difference of mains frequence (60 Hz in the U.S.), has now been resolved.

Alexis and their two daughters, aged five and two, obviously figure largely in Scott's life. Over dinner, I discovered that Alexis would dearly have loved to accompany Scott on his first visit to the UK but was unable, as she is shortly expecting their third child.

"She was wild about me going without her," grinned Scott, "and so I am not allowed to do anything NEAT whilst I am over here without her." Luckily, the venue was Heathrow and Scott was relieved to find it didn't count as London. London is NEAT.

And what of Scott himself? A tall, quietly spoken man who is fascinating to talk to. He has a liking for good food and wine. On tasting his Escargots, — snails to you! — which he ordered for starters, Scott jumped. They were obviously very hot. "Boy, that really hit the spot!" I muttered. "Yes," he joked, "They do look like evil smelling mud."

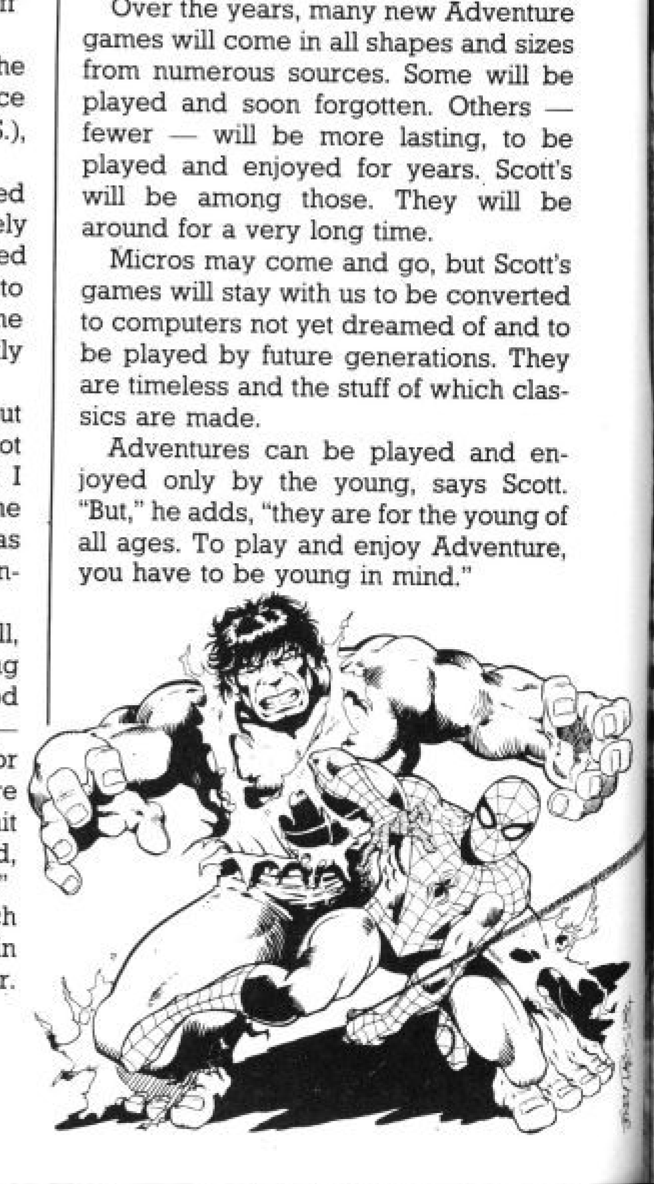
He particularly enjoys lychees which he is able to pick fresh from the trees in Orlando during one month each year. To say more would be mischievous, for under certain circumstances lychees can be NEAT!

I am sure we will see Scott back again soon, together with Alexis and able to do NEAT things over here at last!

Over the years, many new Adventure games will come in all shapes and sizes from numerous sources. Some will be played and soon forgotten. Others — fewer — will be more lasting, to be played and enjoyed for years. Scott's will be among those. They will be around for a very long time.

Micros may come and go, but Scott's games will stay with us to be converted to computers not yet dreamed of and to be played by future generations. They are timeless and the stuff of which classics are made.

Adventures can be played and enjoyed only by the young, says Scott. "But," he adds, "they are for the young of all ages. To play and enjoy Adventure, you have to be young in mind."



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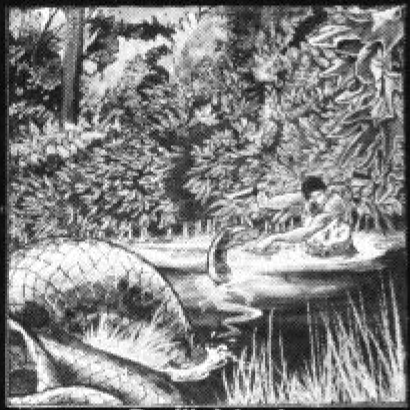
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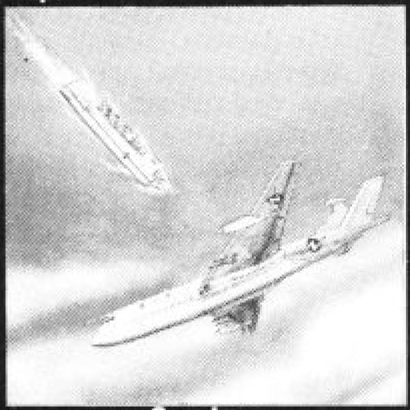


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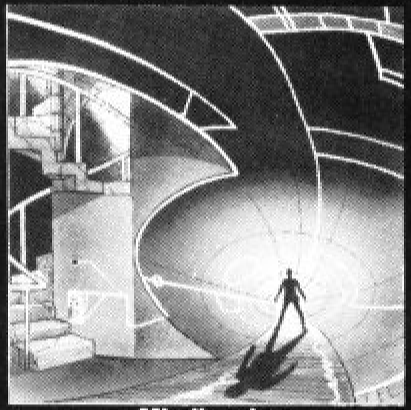
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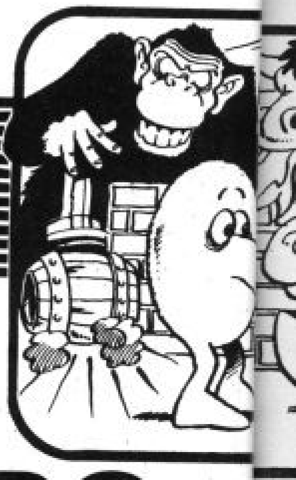
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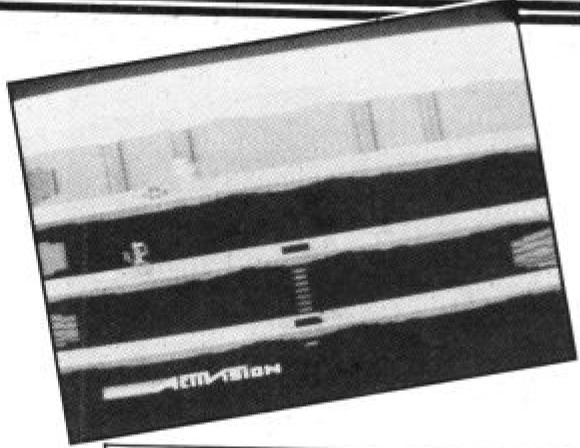
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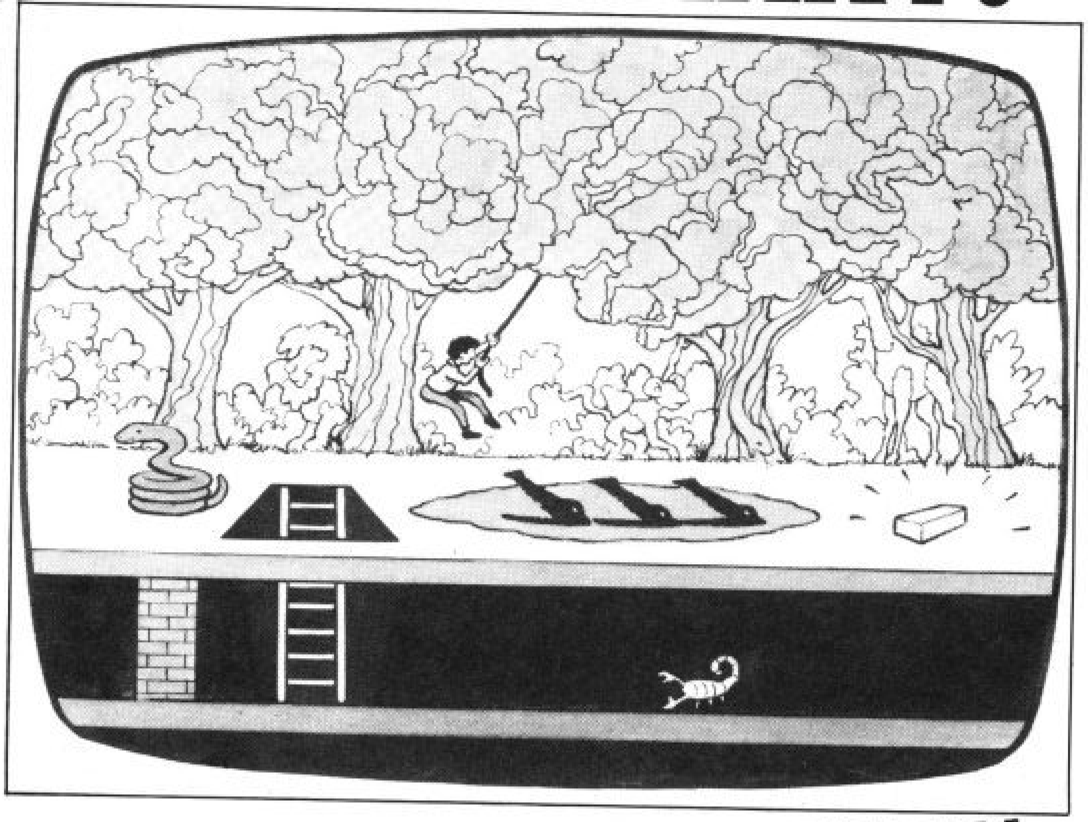
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HITCH A RIDE WITH OUR HERO HARRY!



Down in the jungle something stirs. The mad squawking of exotic birds disturbed splits the air as a fleeting figure dashes through the trees.

No — it's not Tarzan. Or Jane, for that matter. It's none other than Pitfall Harry on his way to the Lost Caverns to take part in his second adventure.

Harry started out in the jungle two years ago when Activision launched the first Pitfall game.

Since then our hero has become proficient in leaping over crocodiles, swinging through trees, running away from scorpions and countless other jungle pursuits.

Now Harry will need all his skills for his second and much more treacherous adventure.

C&VG's Joystick Jury has already pronounced judgement on Pitfall II elsewhere in this issue, but for those of you who can't stomach judicial procedures, let me tell you that the verdict was not far from fantastic.

The game introduces lots of new challenges — like the balloons on which Harry has to hitch a ride and the horrible condors and bats.

Now you can win a copy of Pitfall II plus an Atari VCS to play it on in our incredible Spot the Animals competition!

Our friends at Activision are also throwing in two of their latest cartridges, Space Shuttle — a challenging space fight simulation game — and Frostbite which casts you as an eskimo racing against freezing conditions to build an igloo.

We have six prizes of an Atari VCS up for grabs and three cartridges go with each one.

Here's what you have to do. Study our artist's impression of a screen from the first Pitfall game and tell us how many jungle animals are hidden in the picture.

Then, in no more than twenty words, tell us what Pitfall Harry, Tarzan and Doctor Livingstone all have in common.

Entries can only be accepted on the coupon printed here and the usual *C&VG* competition rules apply. Send the coupon to Pitfall Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London, EC1R 5EJ.

PITFALL COMPETITION

(1) I think that there are ☐ jungle animals hidden in the picture.

(2) The common link between Pitfall Harry, Tarzan and Doctor Livingstone is (max 20 words).

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GAMING

POPEYE HITTING THE BOTTLE!





Hello shipmates! This time we take to the high seas with that jolly jack tar, Popeye the Sailor Man, thanks to Andrew May of Dumfrieshire, Scotland, who entered my video contest a couple of months ago.

We asked you to send in tips on your favourite game and Andrew was one of my winners. I thought his tips were good enough to pass on to you! Popeye can be played on the Atari VCS, ColecoVision Intellivision, and the Philips G7000.

I reckon these tips will help you out whatever system you own. Now, over to Andrew!

"You control Popeye who has to save Olive Oyl from the clutches of evil Brutus! In the first screen, Olive is throwing love hearts and Popeye must catch them before they sink into the water. Each time Popeye catches a heart, the nasty Sea Hag, another of Popeye's arch-enemies, throws a bottle at him.



To make it easier on yourself, when you catch a heart, try to be near the steps or on the ladder so you can dodge the bottles.

Brutus is also throwing bottles at poor old Popeye, so don't stay on the same level for too long, as this evil character chucks three bottles at a time on occasions! Try to keep to the top platform, as the higher Popeye is, the more points you get when he catches a heart.

Brutus can't chase Popeye onto the top platform but he can jump up at him.

If Popeye manages to grab his spinach, which appears randomly around the screen, the Popeye theme plays and our hero can knock Brutus into the middle of next week while the tune keeps playing!

Once all the hearts are out of the way, Popeye moves on to the next screen — and here Olive is trapped at the top of a building. Olive is showering her true love with musical notes. There are two trampolines among the platforms in this screen and these can be put to good use if you have to catch a note near the bottom — you can then jump on the trampoline and leap up to a higher level to catch another note for more points.

On this screen, the spinach appears by the bottom right hand trampoline.

The Sea Hag appears again on this screen, lobbing more bottles at our hero — so he has to punch them or dodge them to stay in the game.

Screen three is the toughest of them all. It is set on a boat and Popeye has to catch Olive's kisses. There's a sliding platform on the top level of the screen which moves you around a lot faster, but this can prove fatal if you attempt to punch out bottles at the same time!

Andrew has certainly chosen a good game on which to send us tips. Popeye has been one of the biggest favourites in the *C&VG* office, especially the Coleco version. Every one of our software reviewers has been avidly studying Andrew's hints. Judging by reports coming from the famous *C&VG* computer, whose tips have come up trumps, all our reviewers are well on their way to becoming Popeye experts.

Surprisingly, all Andrew's tips work just as well on the Intellivision and the Atari VCS as they do on the Coleco.

Thanks Andrew! Next issue we'll be taking another look at a top game and bringing you more points winning tips. Excuse me, I'm off for a bowl of spinach!

AND NOW . . . MY THESIS!

Phew! That Popeye chappie really tired me out — so much so that I feel like retiring to my study to have a quiet read of the Encyclopaedia Videogameia.

But before I go, I'll tell you about some of the games to be featured in the Professor Video column next month.

After hours of play in my secret laboratory, I am pleased to announce that I have developed a thesis entitled "How to Score Higher on your Favourite Spectrum Games'.

I just know you are going to like it so don't forget to order an early copy of *C&VG* at your newsagents.

I am also still looking for good strategy tips and have ten *C&VG* T shirts to give away to the best ones I receive every month.

Tips can be for any home computer or video games systems or, if you have mastered an arcade game, you may like to send your tips to an ex-pupil of mine on the Arcade Action page — Miss Clare Edgeley.

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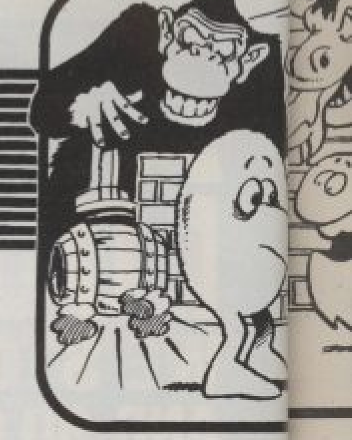
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Rev 3

VIDEO





SUPER GAMES FOR THE ADAM?

Disappointment — that was my main feeling when the long-awaited Adam expansion unit finally arrived complete with Buck Rogers and the Planet Zoom.

Unfortunately for Buck Rogers fans, the same levels of excellence have not been reached in this game.

The game is the first title to come up before the Jury which works in conjunction with the expansion module — a collection of boxes which can be connected to your Coleco to provide computer keyboard, tape drive and printer.

Despite this extra capacity, Buck Rogers does not measure up to some of the conventional cartridges available for the machine.

It is fed into the Coleco via the tape feed and loads extra screens of action as the game is being played — making a distracting rattling sound in the process.

The graphics are not a patch on the arcade version — none of those long sweeping sorties across the planet's surface.

Buck Rogers and the Planet Zoom are the hottest titles in the range of co-called Super Games for the Adam — which does not bode too well for the rest.

The Adam expansion unit will be in the shops around May at between £600 and £700 — so start saving. The price of the cassette games is unconfirmed.

THE VERDICT
A disappointing arcade conversion.

● Action	2
● Graphics	3
● Addiction	2
● Theme	4

MARIO ZAPS THOSE PESKY PESTS!

That little carpenter Mario, the man who attempted to rescue his girlfriend from the clutches of the great ape in Donkey Kong, and then imprisoned the giant gorilla in Donkey Kong Junior, is back again. This time without a monkey in sight.

Atari have raided the arcades again to bring you the story of the Mario brothers. No, it's not a video-game version of The Godfather, although you might want to call in the Mafia to deal with some of the nasties you'll encounter in this version of Nintendo's arcade game.

You have to help Mario and his brother Luigi get rid of all the pests infesting their new house. There are several types of pest and a nasty character called Slipice the Iceman.

Shellcreepers are the easiest type of nasty to deal with — they looked remarkably like tortoises to me. Then you get crab-like creatures called Sidesteppers, and flying things called Fighterflies.

All these creatures come at you as Mario clambers around a series of floors, Donkey Kong style. He can deal with the pests by bouncing up and down and bashing his head on the floors above him. If a pest is walking along at the same time, the shockwaves from Mario's head-butt stuns them and Mario can nip up to the next level to knock them off — scoring points as he does so.

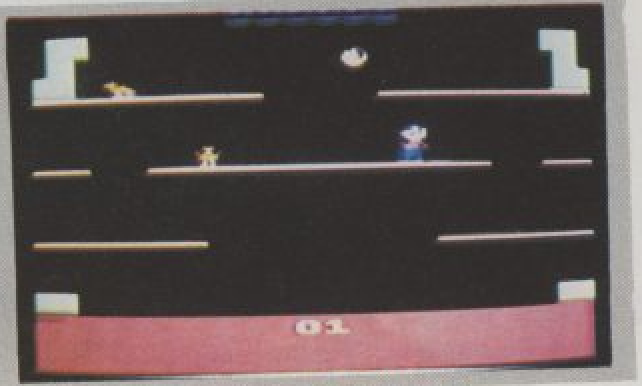
In times of extreme trouble, Mario can head-butt the "POW" switch, located between the two bottom floors — this stuns all the pests on the screen. But you can only use this switch three times — after that it disappears and you are on your own!

You can help Mario score more points by collecting the various coins and wafers which appear rolling down the floors of the Brothers' house. A bonus wafer appears after each time a pest is dealt with. Coins appear at random and you are given just 15 seconds to collect as many as you can before the pests return to haunt you. In later rounds, Slipice the Iceman appears and covers the floors with a dangerous layer of ice. You can stop Slipice by hitting him from below and knocking him off a floor when he starts to melt.

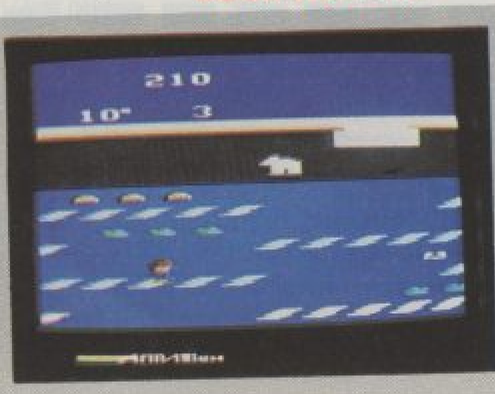
Mario Brothers features eight levels of play — for one or two players. In two player games,



BUCK ROGERS



MARIO BROTHERS



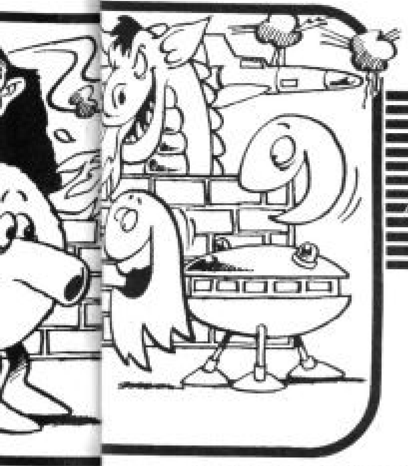
FROSTBITE



PITFALL II



SNOOPY AND THE RED BARON



Mario's brother Luigi appears and can be controlled by the second gamester.

It's not the most original game around but it is very playable and quite addictive. The graphics are in the cute class — a trend which appears to be growing in the world of dedicated video game systems.

Mario Brothers comes from Atari and runs on their trusty VCS system. It will set you back £29.99.

THE VERDICT
A cute game for running, jumping and hopping fans with some nice twists — but not very original.

● Action	3
● Graphics	4
● Addiction	3
● Theme	2

FROSTBITE SKATING ON THIN ICE!

There's no time to get cold feet when you take on the frozen wastes in the guise of Frostbite Bailey, Activision's latest hero for the Atari VCS.

Frostbite is trapped on the polar ice-cap and the temperature is rapidly falling. The only way to survive is to build an igloo quickly and rush inside. To do this, he has to jump on ice floes which are floating past in a sub-zero sea! Each ice floe he jumps on earns Frostbite a cube for his igloo — but he must complete it in time as he turns into a human icicle if the temperature drops below zero.

There are hazards, of course — like snow geese, clams and crabs who attempt to knock him off the ice floes. And Frostbite is not even safe on land. After a couple of opening screens, a polar bear appears on the shore to chase poor old Frostbite around.

Frostbite can earn extra points by catching the fish which swim past, as he attempts to build the igloo. He has to work day and night to keep out of the cold and must build four igloos in each time period.

Frostbite Bailey is not the most original game in the world, but if you are looking for a Frogger-type game with some nice twists then this is the game for you.

Game action is fast and fairly addictive and graphics definitely fall into the 'cute' category.

Frostbite will be available soon from Activision and will cost £29.95.

THE VERDICT
Not terrifically original — but well executed and fun for all the family.

● Action	3
● Graphics	3
● Addiction	3
● Theme	3

MORE HEROICS FROM HARRY

In another first for Joystick Jury, we are able to bring you the first UK review of Pitfall II.

Regular readers of Videogaming will need no introduction to that intrepid jungle adventurer, Pitfall Harry.

Quite simply, Pitfall is the best graphic adventure ever written for the VCS and now ace designer — David Crane — has programmed the sequel.

The game kicks off in true Pitfall fashion with Harry dashing through the thick jungle foliage.

A little further on, the horizontal aspect of the game, which so characterised Pitfall I, rapidly changes as our hero finds himself in the midst of a multi-level climbing game.

Harry and his travelling companions, Rhonda, his niece, and Quickclaw, the cowardly cat, have to encounter many nasties as they explore the numerous levels and platforms. But if nasties and a climbing scenario makes you think of rolling barrels and Italian carpenters, then forget it — when I say nasty, I mean nasty. The worst of these villains is the condor who flies across several screens and swoops down and kills our hero simply by clipping him with its wings. Also deadly are the poisonous frogs that leap to and fro across the ladders.

The object of the game is to collect as much treasure as you can as you try to find your way to the end of the Lost Caverns.

Playability of Pitfall II has been greatly increased by a unique game sector marker system. Every time you reach a certain point in the game, a cross appears which Harry has to touch — the VCS will register the contact by emitting a bleep — then, if you get killed later in the game, begin again at the last cross and not at the very beginning. This takes the tedium out of having to play your way through that part of the game which you have already mastered to get to the bit which is still eluding you.

The game is played to the accompaniment of a sophisticated musical sound trap made possible by a specially developed sound chip exclusive to this game.

The good news for Spectrum and Commodore 64 owners is that Activision are developing Pitfall I and II for these computers to be launched later this year.

THE VERDICT
I can't recommend this game highly enough. If you already own Pitfall I, rush out and buy this sequel — if you don't, rush out and buy them both.

● Action	5
● Graphics	5
● Addiction	5
● Theme	5

SNOOPY VS THE RED BARON!

Here's the famous air ace preparing for another dangerous mission. I know you're up there, Red Baron! This time I'll get you for sure! Stealing my dog-dish was the last straw!

That famous beagle Snoopy, from the equally famous cartoon strip Peanuts, takes to the air in a video dramatisation of his battles with the evil Red Baron.

This is a dogfight in the true sense of the word! Snoopy flies his kennel in search of the Baron — who has stolen the Peanuts' gang's food supplies. Hamburgers, ice cream cones, popcorn and other tasty treats have disappeared into the Baron's crimson triplane. Snoopy has to shoot down the Baron and recapture the goodies.

Snoopy begins his mission with four kennels — armed with a deadly machine gun! It takes eight direct hits to down the Baron's plane. The Baron can shoot back — and Snoopy's kennel gets riddled with bullet holes! Eight hits and he is in the doghouse too!

The Red Baron drops stolen food from his plane as Snoopy harries him. To catch the supplies, you must dive after them and touch them with the kennel.

The Baron also drops a skull and crossbones — don't catch this otherwise Snoopy loses all the goodies he's managed to collect. Also, if Snoopy is defeated by the Baron, all accumulated food will be lost and the Peanuts gang will go hungry.

When you start the game, Snoopy has to shoot down the Baron four times before moving on to the next stage when the dastardly air ace gets even trickier to catch.

After the end of each stage — or when the game ends — you see a scoreboard with the number of planes shot down and the amount of food recaptured. A really nice feature this.

You get bonus points for each bit of food captured — and earn a Gold Baron after fifty red ones have been shot down!

I really enjoyed playing this game. It's fast, the graphics are cute and it's very addictive. Snoopy looks just right sitting on his flying kennel, complete with goggles and scarf.

Snoopy fans will be pleased to know that, when his kennel has been riddled with bullets, he doesn't crash to the ground in flames. He simply floats gently earthwards — sustaining no terminal damage!

As with all Atari VCS games, there are several game options ranging from children's to expert.

Snoopy and the Red Baron is available from Atari for the Atari VCS and is a bargain at £19.95. Could this be the first in a range of Atari-Peanuts video games? Just wait and see!

THE VERDICT
A great "cute" action game for all of you who like dogfight games — and Snoopy fans of course!

● Action	4
● Graphics	4
● Addiction	4
● Theme	4

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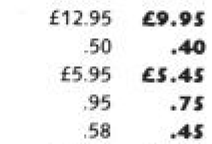
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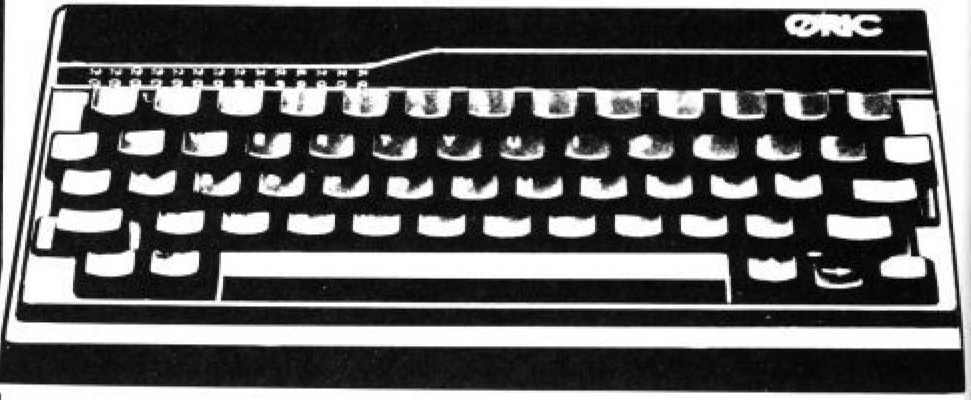
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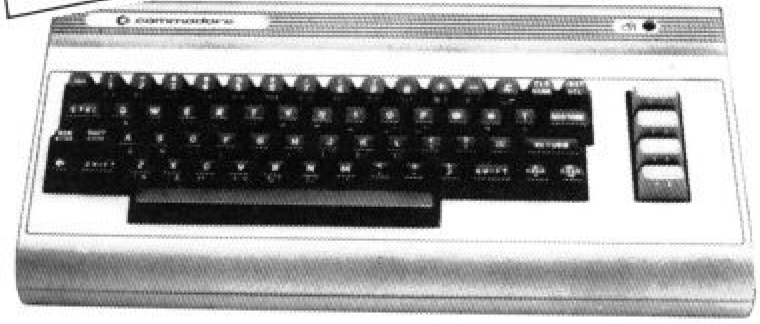
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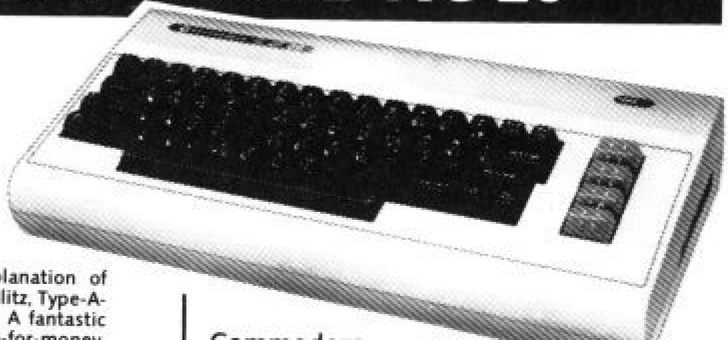
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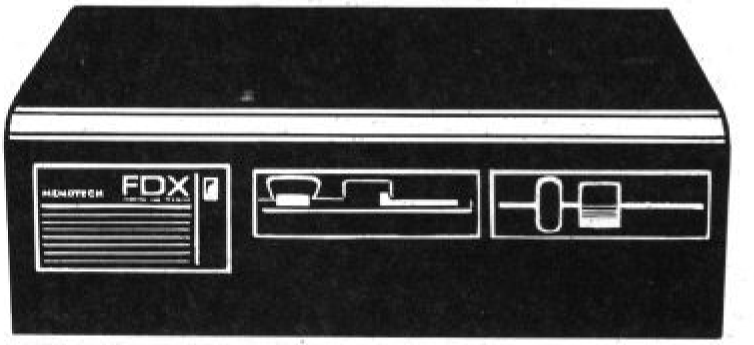


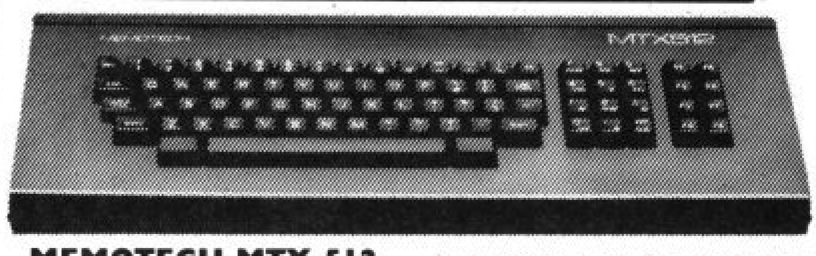
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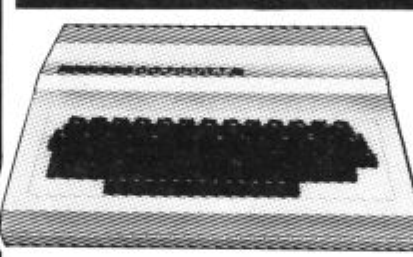
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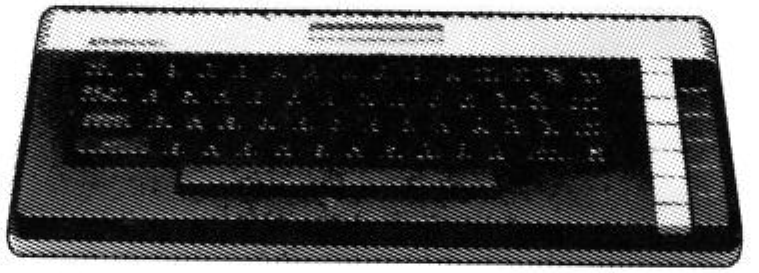
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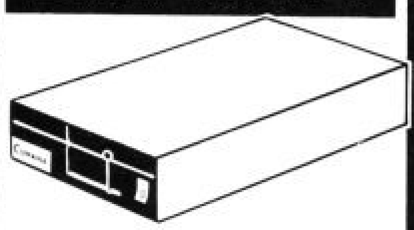
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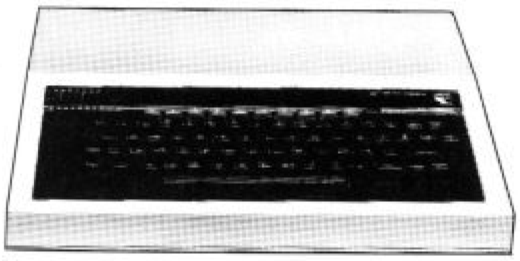
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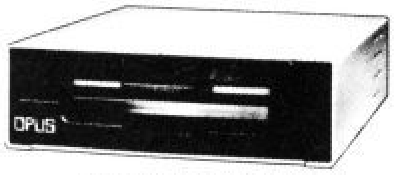
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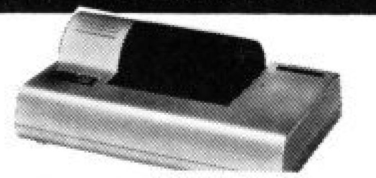
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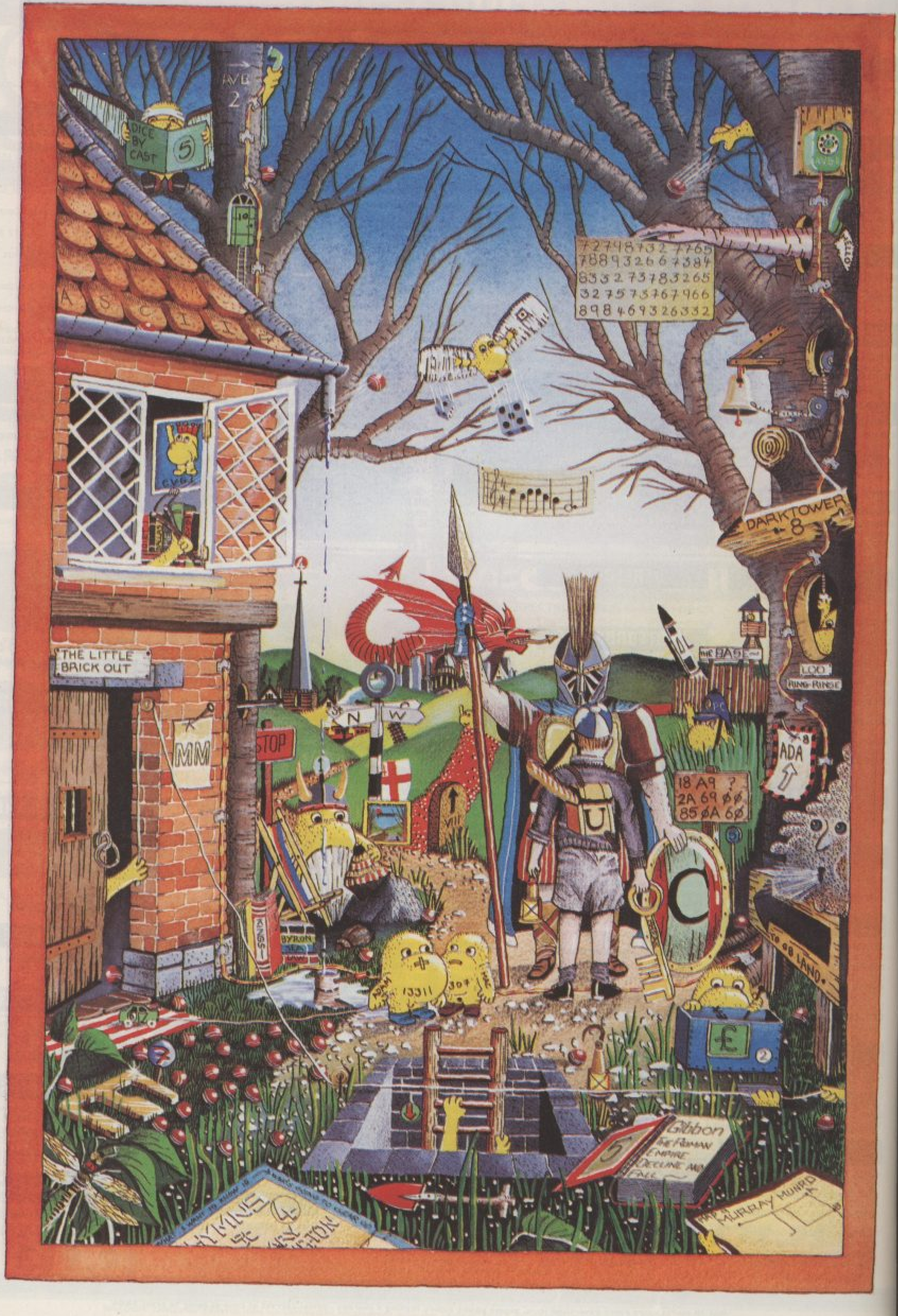
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Quo Vadis?

What's all this then? You may well ask! If you are a seasoned *Computer and Video Games* reader then you'll know that we always come up with new and original ideas — and this one is no exception!

Quo Vadis? is a puzzle-cum-treasure hunt-cum-computer-moderated game that will baffle you for the next three issues of *C&VG*. But stick with it — because we've got our hands on two Coleco Adam computer systems! The two people who manage to solve the mystery of *Quo Vadis?* will win one of these amazing prizes — worth well over £700. And we'll have prizes for the top ten runners-up too. Who could ask for more?

How do you get started? Just read the first part of the Quo Vadis? mystery which starts on this page. As you read, you'll come across some questions and puzzles which have to be solved before you can move on to the next stage — which you'll find in the June issue of *C&VG*.

The first three questions appear in this issue — the rest follow with the final questions appearing in our July issue. Don't send your entries off yet! Wait until you've solved the entire quest. We'll tell you later how to send your entries in.

You'll find clues to the mystery in our giant Quo Vadis? picture — study it carefully and it will help you solve many problems. You might even find more clues if you read this issue really carefully.

So look out your magnifying glass, grab a pen and paper and enter the world of *Quo Vadis?* It's a journey you'll never forget.

U ARE standing at the end of a long narrow road. There is a small brick house there and U enter by the front door.

(U think: "This seems familiar", but dismiss the idea . . .).

There is a key on the ground here.
There is a brass lamp here.
There is food and water here.

U eat and drink. U pick up the key and lamp. There is very intricate engraving on the key which is hard to read but you see the letters: c..l, the centre two being very indistinct. U rub the lamp and now have a very clean lamp (!). U leave by the rear door . . .

A thunderous voice roots U to the ground and U look up to see a figure calculated to strike terror into the bravest heart!

"Stop"! "Desist"! "Take not one step
Beyond this program break.
Consult the Key and See: How neatly put together
Could curt description make
Of crowned Viking impotence!"

"By happenstance bear I his name,
And U, bold pilgrim now shall state
First name, then Function! Else terminate
Thy progress in this Quest
By lack of diligence . . . !"

(((((a)...................... (b)......................)))))

U answer at once, being a *C&VG* reader and therefore a cut above the crowd as it were, but still U are incurring the displeasure of the frightening being before U . . .

"Oaf"! "Dolt"! "U are in the wrong Adventure" shouts the apparition. "But", more kindly, "U did answer smartly so I shall put U right".

So saying he announces proudly "I am the Sinister Chief around these parts although my friends call me Chief. My REAL name is *never* used (You know it now so can see why!) as I resent leg-pulling".

The Chief now adopts a more fatherly tone of voice which implies that U are a feeble adventurer in need of guidance . . .

"I will take U to the start of this Quest", adding darkly, "Which is what I am . . . "
"And then I'll introduce U to some of my mates along the way"..."

Some minutes later U arrive at a sharp bend in the road. "We're here" says the Chief, "This is me!"

"Push off to the South until U reach a Base. The road bends around to the right gently at first but for goodness sake don't turn right into the big Red road on Ur right just before U get to the Base or else U will be in real trouble!"

"My old mate AGAS will be looking out for U. Don't be frightened by his appearance — he's really the Adventure Gamer's Arbitration Service and can get stuffy about his status in life."
"Don't be surprised if he's surrounded



THE PRIZES

The first two people to solve the *Quo Vadis?* quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter quality printer.

Runners-up will each get a copy of the album performed by the band called Mainframe — the people behind the mind boggling mystery that is Quo Vadis?

We'll probably get some other goodies together too by the time the competition ends — so watch this space for more news!

by uncertain adventurers pestering him for decisions about where to go next . . ." "Fact is, dear boy, or are U a girl?"

"Never can tell the difference these days with the hair and all that" sniffs the Chief, "He will probably pass U on to the PC for the Base test. Goodbye!"

U set off South and become aware of a "brown" smell . . . This soon manifests itself as a cloud of vapour completely blocking the path ahead. It is muttering "Diode Mining Ores" and "I Go Modern Inside" and is blowing little smoke rings . . . U clear Ur throat and the AGAS (For it is he or it or she) looks at U with disdain. "Yes?" it says, sniffing its disapproval, "What do U want?"

"I'm looking for a Base" U say, "The Chief told me that you would help."

"God, but U're thick" says the AGAS admiring its own fine translucency, "I suppose U'd better follow me" and puffs off at high speed.

"I should tell U," shouts the AGAS over its gaseous shoulder, "This land is now mainly inhabited by VGs" "There are two bad types, 'Aerial' and 'Burrowing', AVGs and BVGs" "They leave the good guys, the CVGs, to clear up".

U reach a high stockade. AGAS exclaims "Oh Lord, its the PC!" and in a loud whisper: "He's a real pain. Tries to control everything. His ancestors ruled the whole planet U know and he does get a bit above himself" "Just 'cos he's got some Perishing Missiles in there he thinks he's God and U'll get no further without the Password!"

"Good luck cries AGAS, vanishing . . . !

The PC is shouting at a group of AVGs and BVGs who are worrying a Trum but he has seen U approaching and now utters in a pompous tone:

"I need the Word,
U weakly Nurd,
To let U Pass
Behind the glass
And Poke around
Inside the Pound
For easy clues
Which U may use
To speed U on Ur wretched way
And then can I go out to play . . . !"

Spotting the answer in a flash, U oblige the PC and, giving a cursory glance inside his Base, U press on South meeting the AGAS again. He seems to have taken to U and is happily burbling away about PC's exploits and how another character got in on the ACT in certain areas before PC's Big Brother stepped in to protect the little fellow from marauding Fruit.

AGAS: "U know, sometimes I think the PC is going a bit gaga." "He keeps trying to tell me his real name is 'EMMMM' in a kind of farmyard English!" "But there again he is a bit slow, poor chap, and he does have that awful installed base to look after. Leaves him little enough time for Games!" . . .

AGAS kicks aside an emerging BVG who has been mining under the path, "These Burrowing VGs are a real nuisance, picking on the Trums, poor little Specks!"

"If it wasn't for the *C&VGs* chasing them out I don't know where we'd be" "Ah, there's the AURIC standing under that tree. He'll have Ur next problem for U I expect, that is, if we get to him before he vaporises!"

"U have to chat to him for a few minutes so that he stays in his listening mode. He then waits ten seconds and changes into an AURICLE and spouts wisdom and so Forth . . .

U duly speak politely to the AURIC (For U are as yet only two tests down the road to success and cannot be too cocky about Ur progress) "The Chief said you would help me Mr AURIC . . ."

The AURIC glows in the leafy shade and, precisely ten seconds after Ur last word, turns into an AURICLE. He mutters: "Some Grind Iodine" and then: "Do not forget this pearl of wisdom for U will need it in the late summer when the greatest test of all is upn U" So saying, the AURICLE buzzes and hums and extends arms in such a way that a shimmering mirage flows from the fingers barring Ur way. It quickly resolves into an array of numbers:

727987327765
788932667384
833273783265
327573767966
898469326332

AGAS looks at this for a moment and says: "Look here, AURIC, that is an unfair question" "I am the Arbitrator here and I think this young Adventurer will need a little poetic help".

The AURIC returns grudgingly to his speaking mode and grumbles:

"A number will flow from this vision
So grouping will aid Ur decision.
Compute them in turn,
It's a question U'll learn,
It's all that U'll need for precision!"

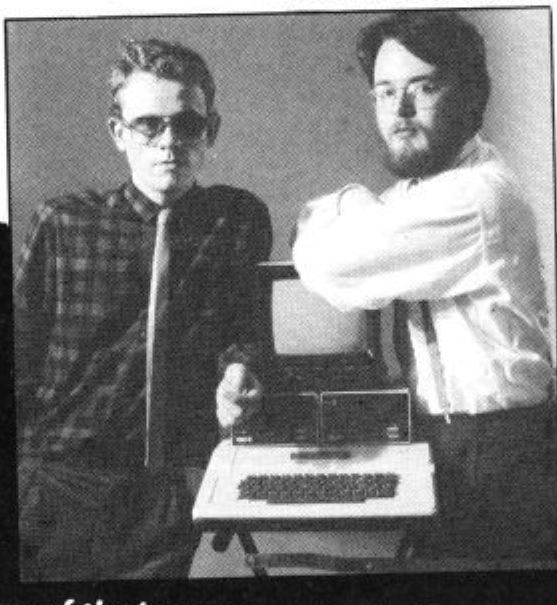
(((((a)................ (b)................)))))

"Well done" says AGAS, peering at the correct answers U have written down (For U will need them all at the end of this Quest!) "I see U are keeping all the answers properly, for without them U will never leave this land to do battle with the Dragon of Herbal Hill" . . .

U are now travelling Southwest and U arrive at a sharp right angle bend in the road, noticing that yet another big Red road goes off to the right precisely at the apex of the corner . . .

RULES:

- **All answers MUST be sent on the form which will appear in our June issue.**
- **Decision of the Editor will be final in judging the winners and no correspondence will be entered into.**
- **All entrants MUST complete the entire Quo Vadis? quest.**



This is MAINFRAME, the unusual rock/pop band who created our Quo Vadis? quest.

Mainframe is Murray Munro, 21 and John Molloy, 23. They are a two-piece synthesizer/guitar/computer band creating some very exciting music and also a considerable stir with their use of their very own Digital Sound Sampling device both in their live shows and in their records.

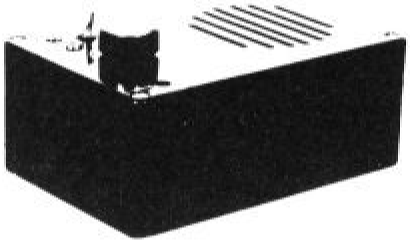
They have already created one "quest"— that which is part of their current album, Tenants of the Lattice-Work. Be warned, it is not easy. So far nobody has won the £2,500 Golden "M" which is the band's prize but several groups are on the track!

Murray, John and manager, Rod Munro, created the Quo Vadis? quest with Computer & Video Games readers very specifically in mind. Mainframe tell us that their album and the current single Talk to Me, which has sound-to-light programs for Spectrum, ZX81, BBC and Apple on the "B"-side, should be available in the larger record shops and Smiths but if anyone has difficulty then they will supply directly from:

MC² Music,
24 Missden Drive
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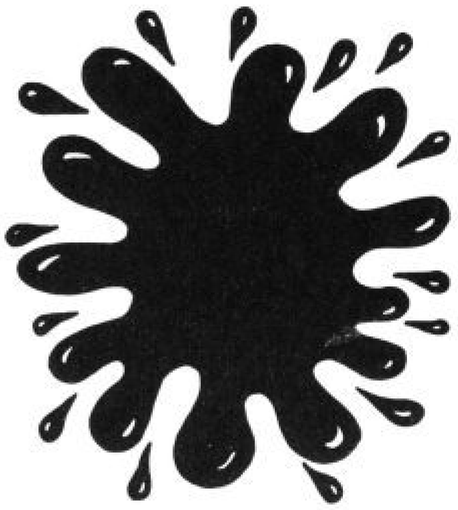
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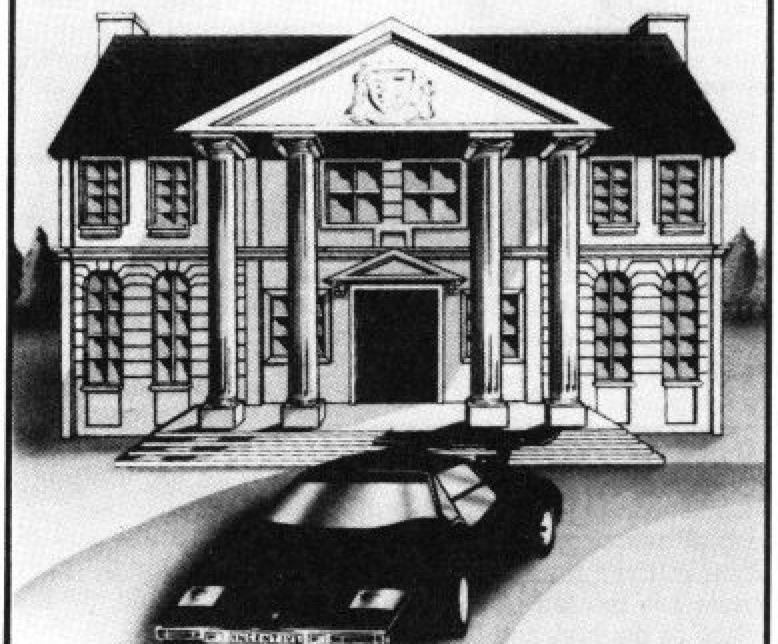
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Hello again. Thanks to everyone who sent me messages on Micronet 800 last month. As I said last time, Bug Hunter now has its own account on Micronet and, if you're a member, then save yourself the cost of a stamp and send electronic mail instead. My account number is 012 786 556, and I'll try to reply within a day or two.

UNSTOPPABLE VIC

Granville Danby writes from West Yorkshire with a way of disabling the run/stop and restore keys on a Vic. Try typing:

```
POKE 46,26:POKE 45,240:POKE 788,194:
PRINT CHR$(8): POKE 37150,3:CLR
```

and your listing should be well and truly unstoppable.

MILLIMAN

Milliman for the Spectrum, from February's Book of Games, was printed as a listing for a 48k machine. However, the title said that it would run on a 16k model.

If your Spectrum has only 16k, then you'll need to change all references to 48k memory addresses by subtracting 32768. For example, in line 5, change 64999 to 32231. You'll also need to do this, for example, in lines 90 and 425. The game is bug-free, and should then run on any Spectrum.

DRAGON POKES

Now here's news for any Dragon owners having trouble loading and saving on cassette.

A letter comes from Scott McRae in Aberdeen, Scotland (that'll do nicely). He says that typing POKE 144,3 boosts the level of sound through the cassette interface and has improved his loading and saving no end. So if you've been having problems with your Dragon (no mother-in-law jokes, please) then try a quick poke.

ANT ATTACK

Has anyone out there managed to rescue all ten people in Quicksilva's Ant Attack? Have you found that the new game has the ten people in the same place as the first, and that finding them is, therefore, rather easy? If so, then you're not the first. This fact was brought to you by Paul Shippen and Darren Perrin of Hatfield, Herts.

SO NOW YOU KNOW

Remember the letter a couple of months ago about a bug in Chequered Flag for the Spectrum? And that the last lap time was always printed instead of the fastest one? I asked if anyone else had had that problem, and Christopher Truman of Kings Lynn has written to me to agree. It seems that there really is a bug in the program.

Christopher also mentioned that typing 6031769 while playing Manic Miner will put you in 'cheat mode', and pressing certain combinations of keys will transport you directly to the level of your choice.

Sorry to disappoint you, Chris, but you're not the first with this information.

SIMPLE MINDED?

Returning again to Manic Miner for the Spectrum, Robert Savage from Burton-on-Trent writes to point out that if, on the Kong Beast screen, you open the trap door and pull the other lever then you'll get a bonus of 2,500 points and the Kong Beast will fall to his death.

Robert also states that he plays much better while listening to 'Sparkle in the Rain' by Simple Minds; especially side one. It takes all sorts.

KONG-OCEAN

Players of Ocean's Kong for the 48k Spectrum now have some help, courtesy of Peter Bines from Grantham, Lincs. When you are on the third level, he says, climb up the first ladder and then up the ladder on the right. If you then jump on to the moving girders, you can go straight through the top girder to complete the level.

MORE MUSIC

After the extremely weird Robert Savage and his high scores, achieved by listening to a Simple Minds LP, I thought we'd heard the last of such eccentrics. But the next day a letter arrived from Ian Potter in Thatto Heath, Merseyside in a similar vein.

At the end of his letter Ian says that his top score for Atari Donkey Kong is 265,600. That score was helped by listening to Windpower by Thomas Dolby.

Where will it all end?, we ask. Donkey Kong, and The Monkees?

What's your suggestion of music to play a video game to? Send it to me by the end of May and I'll publish the best ones and give a 'The Champ' tee-shirt to the winner.

Entries to Bug Hunter at the usual address. A postcard would be useful; it saves extra work with the letter opener (Have you met her? She's called Jane and she's rather nice).

TIMED TO A TEA

Here's another tip for Atari owners, to make loading, saving and listing your programs a little easier.

Typing CTRL-1 while a program is listing will stop the process, allowing you to inspect the portion on the screen. You can start it again by pressing CTRL-1 a second time.

When loading and saving programs, press CTRL-2 while the loading or saving is taking place. The computer will then bleep at you when the cassette operation has finished. So if you're making a cup of tea while waiting for Zaxxon to load, you'll know to take the tea bag out of the cup when you hear the bleep.

LINK-UP FOR 64

Returning to Micronet for a moment, Richard Shepherd (no, not that one) from Nottinghamshire asks whether a Micronet link is available for the Commodore 64. The good news is that the Commodore database is currently being constructed, and the adaptor should be available towards the end of May. Details from Micronet on 01-278 3143.

NINE LIVES

Finally this month, yet another Spectrum snippet.

Paul Shippen reckons he's found a bug in Jet Pac. It you get more than nine lives then a colon will be printed instead of a number ten. This, he deduces, is because a colon comes after 9 in the Spectrum's character set.

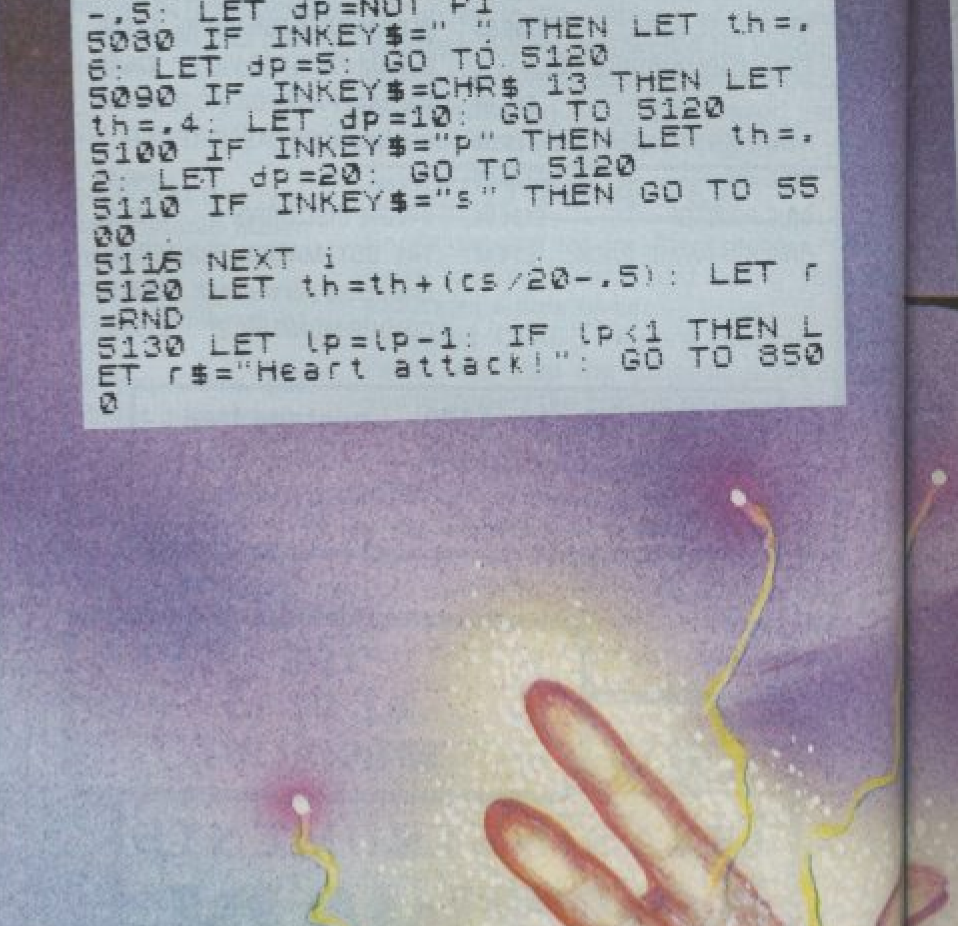
You're probably right, Paul, but I've only managed to score 41,000 so far. I'm too busy reading all your letters to sit at home playing games all day.

See you next time. Don't forget to write or phone if you have any problems with the programs from *C&VG*. Alternatively, drop me a mailbox on Micronet to 012 786 556.

BY ROBERT SCHIFREEN

```
  10 BORDER 0: PAPER 0: INK 7: C
LS : LET fl=1
  20 LET sp=0: LET a=13: LET b=8
: LET tn=sp: DIM t(INT PI): LET
t(SGN PI)=9999: LET t(2)=t(SGN P
I): LET t(3)=t(SGN PI): LET ob=s
p: LET xp=sp: LET cf=sp: LET lp=
CODE "d"
  30 DIM p(3): FOR i=1 TO 3: LET
 p(i)=1: NEXT i: DIM q(3)
  40 DEF FN r(z)=INT (RND*z)+1:
LET CS=NOT PI: LET CI=CS: FOR I=
1 TO 3: LET CS=CS+FN R(6): LET C
I=CI+FN R(6): NEXT I
  50 INPUT "Thy name ";n$
  60 GO TO 200
 100 LET o=NOT PI: PLOT o,18: DR
AW 155,o: DRAW o,155: DRAW -155,
o: DRAW o,-155
 110 PLOT o,o: DRAW 255,o: DRAW
o,16: DRAW -255,o: DRAW o,-16
 120 PLOT 157,18: DRAW 98,o: DRA
W o,55: DRAW -98,o: DRAW o,-55
 130 PLOT 157,75: DRAW o,98: DRA
W 98,o: DRAW o,-98: DRAW -98,o
 140 RETURN
 200 CLS
 210 GO SUB 3000
 220 LET tn=tn+SGN PI
 230 GO SUB 3010
 250 GO SUB 9300
 260 GO TO 220
2000 GO SUB 9110: PRINT AT 20,SG
N PI;"A wondrous jewel!": LET xp
=xp+(FN r(6)+fl)*CODE "d": LET d
=50: GO SUB 9000: GO SUB 9110: R
ETURN
2300 GO SUB 9110: PRINT AT 20,1;
"A circle of power!!!": LET d=50
: GO SUB 9000: GO SUB 9110: LET
lp=lp+FN r(40)+fl*FN r(3): RETUR
N
2500 IF NOT p(VAL a$) THEN RETUR
N
2510 LET t(VAL a$)=tn+FN r(6)+6:
 LET q(VAL a$)=SGN PI
2520 IF a$="1" THEN LET cs=30
2530 IF a$="2" THEN LET ci=30:
2540 RETURN
3000 GO SUB 8000
3010 GO SUB 9110: PRINT AT 20,1;
"Which way now?"
3200 IF tn>t(SGN PI) THEN LET p(
SGN PI)=NOT PI: LET q(SGN PI)=NO
T PI: LET cs=10
3210 IF tn>t(2) THEN LET p(2)=NO
T PI: LET q(2)=NOT PI: LET ci=10
3220 IF tn>t(INT PI) THEN LET p(
INT PI)=NOT PI: LET p(INT PI)=NO
T PI
3230 GO SUB 7000
3240 RETURN
4000 REM Monster selection
4005 GO SUB 9300
4010 LET cf=1: LET mn=INT (RND*1
1)+1
4020 RESTORE 9700+(10*mn): READ
m$,f1,f2,p$,sb,ib
4030 IF fl<f1 OR fl>f2 THEN GO T
O 4010
4040 LET d$=("paltry" AND sb<20)
+("mighty" AND sb>19)+" and "+("
thick" AND ib<10)+("clever" AND
ib>9)+" "+m$
4050 GO SUB 9110: PRINT AT 20,SG
N PI; INK 7; PAPER 2; FLASH SGN
PI;"A monster appears!": BEEP .0
2,10: BEEP .02,20: BEEP .02,30
4060 IF mn=11 THEN PRINT AT 21,1
;"It's Nerith himself!": GO TO 4
080
4070 PRINT AT 21,SGN PI;"A ";d$
4090 LET st=sb+(INT (RND*10)-5)+
fl: LET it=ib+(INT (RND*15)-7)+f
l
```

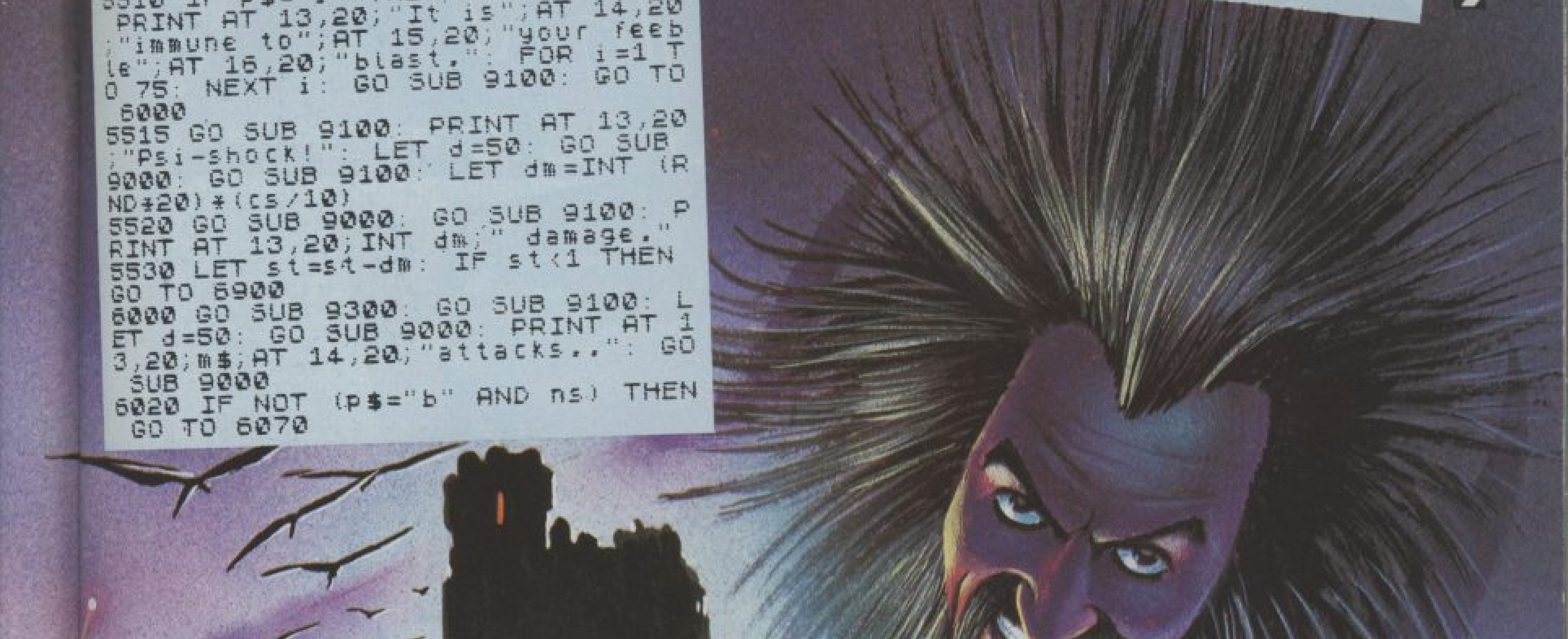
```
4100 IF st<NOT PI THEN LET st=NO
T PI
4110 IF it<NOT PI THEN LET it=NO
T PI
5000 REM combat
5010 LET th=NOT PI: LET dp=th: L
ET ns=(p$="s")+(3 AND (p$="b" OR
 p$="d"))+(999 AND p$="p")
5020 IF p$="s" AND ns THEN LET n
s=ns-SGN PI: GO TO 6000
5030 IF RND>.6 THEN GO TO 6000
5040 GO SUB 9100: PRINT AT 13,20
;"Retreat?"
5050 FOR i=SGN PI TO CODE "d": I
F INKEY$="y" THEN LET cf=NOT PI:
 GO SUB 9100: PRINT AT 13,20;"Co
ward!": GO SUB 9110: RETURN
5055 IF INKEY$<>"" THEN GO TO 50
70
5060 NEXT i
5070 GO SUB 9300: GO SUB 9100: P
RINT AT 13,20;"Strike now!"
5075 FOR i=SGN PI TO 20: LET th=
-.5: LET dp=NOT PI
5080 IF INKEY$=" " THEN LET th=.
6: LET dp=5: GO TO 5120
5090 IF INKEY$=CHR$ 13 THEN LET
th=.4: LET dp=10: GO TO 5120
5100 IF INKEY$="p" THEN LET th=.
2: LET dp=20: GO TO 5120
5110 IF INKEY$="s" THEN GO TO 55
00
5116 NEXT i
5120 LET th=th+(cs/20-.5): LET r
=RND
5130 LET lp=lp-1: IF lp<1 THEN L
ET r$="Heart attack!": GO TO 850
0
```



THE TOWER

```
5140 IF r>th THEN GO SUB 9100: P
RINT AT 13,20;"Missed..!!": LET
d=50: GO SUB 9000: GO TO 6000
5150 LET dm=INT (RND*dp)*(cs/10)
: GO SUB 9100: PRINT AT 13,20;"A
 hit...": PAUSE 30: PRINT AT 14,
20;INT dm;" damage."
5160 LET st=st-dm: IF st<1 THEN
GO TO 6900
5200 GO TO 6000
5500 LET lp=lp-10: LET ci=ci-5:
IF ci<1 THEN LET r$="Brainstorm!
": GO TO 8500
5510 IF p$="i" THEN GO SUB 9100:
 PRINT AT 13,20;"It is";AT 14,20
;"immune to";AT 15,20;"your feeb
le";AT 16,20;"blast.": FOR i=1 T
O 75: NEXT i: GO SUB 9100: GO TO
 6000
5515 GO SUB 9100: PRINT AT 13,20
;"Psi-shock!": LET d=50: GO SUB
9000: GO SUB 9100: LET dm=INT (R
ND*20)*(cs/10)
5520 GO SUB 9000: GO SUB 9100: P
RINT AT 13,20;INT dm;" damage."
5530 LET st=st-dm: IF st<1 THEN
GO TO 6900
6000 GO SUB 9300: GO SUB 9100: L
ET d=50: GO SUB 9000: PRINT AT 1
3,20;m$;AT 14,20;"attacks..": GO
 SUB 9000
6020 IF NOT (p$="b" AND ns) THEN
 GO TO 6070
```

```
6030 LET ns=ns-1: PRINT AT 15,20
;"A Fireball!": LET dm=st-(cs AN
D p(3))
6040 PRINT AT 16,20;INT dm;" dam
age": LET lp=lp-dm
6050 IF lp<0 THEN LET r$="burns"
: GO TO 8500
6060 GO TO 5070
6070 IF NOT (p$="d" AND ns) THEN
 GO TO 6100
6080 LET ns=ns-1: LET th=.4-(.3
AND q(INT PI)): LET r=RND
```



RUNS ON A 48K SPECTRUM

BY ADAM LOCKWOOD AND NEIL DUNBAR

Let C&VG take you back through time to a place where witchcraft and magic still exist and rule the life of all the inhabitants of the mysterious Tower.

The Tower is a graphical adventure game set in a warring forest kingdom. Two kings and their trusted wizards are battling against one another to gain control of the land and the legendary magic Tower.

Magical and ferocious beasts lurk in the forest's leafy depths. Orcs, elves and dragons are plentiful and though some are willing to share their magic secrets with you, most are only too eager to use it against you, so you must keep your wits about you.

Plunged into a totally different world, you are armed only with simple weapons and your wit and cunning, so overcoming the dark forces will be a difficult if not impossible task to complete.

The Tower runs on a 48k Spectrum only and uses the keyboard for controlling the characters.

```
6090 IF r<th THEN LET cp=0: LET cs=cs-10: GO TO 6145
6100 LET cp=0: IF p$="p" THEN LET cp=st/40
6110 IF (it>st AND it>5 AND RND<.1) OR RND<.05 THEN GO TO 6500
6120 LET st=st-1: LET th=.4-(.3 AND q(INT PI))+(st/100-.2): LET r=RND
6130 IF st<1 THEN GO TO 6900
6140 IF r>th THEN GO SUB 9100: PRINT AT 13,20;"Missed!": LET d=50: GO SUB 9000: GO TO 5070
6145 LET dm=INT (RND*20)+(st/30+2)
6150 LET lp=lp-INT dm: GO SUB 9100: PRINT AT 13,20;"A hit...": GO SUB 9000: PRINT AT 14,20;INT dm;" damage!": GO SUB 9000: GO SUB 9100
6155 IF RND<cp THEN LET r$="Ghoul Paralysis!": GO TO 8500
6160 IF lp<0 THEN LET r$="your wounds": GO SUB 8500
6165 IF cs<0 THEN LET r$="Energy Drain": GO TO 8500
6170 GO TO 5070
6500 GO SUB 9100: PRINT AT 13,20;"Psi-bolt!!": LET it=it-5
6510 IF it<1 THEN GO TO 6900
6520 LET dm=INT (RND*20)+it-10+(-10 AND it<ci)
6530 PRINT AT 15,20;dm;" damage!": LET lp=lp-dm: IF lp<1 THEN LET r$="Mindshock!": GO TO 8500
6540 GO TO 5000
6900 LET cf=0: GO SUB 9110: GO SUB 9100: PRINT AT 13,20;"The ";m$;AT 14,20;"dies with";AT 15,20;"a scream": FOR i=1 TO 75: NEXT i: GO SUB 9100
6910 LET xp=xp+(100*fl)+(20-cs)+(20-ci)+3000*(mn=11): RETURN
7000 PRINT AT a,b;"▓": LET a1=a: LET b1=b
7005 FOR i=SGN PI TO CODE "d"
7010 LET a=a+(INKEY$="6")-(INKEY$="7"): LET b=b+(INKEY$="8")-(INKEY$="5")
7012 IF INKEY$="1" OR INKEY$="2" OR INKEY$="3" THEN LET a$=INKEY$: GO SUB 2500
7015 IF INKEY$<>"" THEN BEEP .01,10: GO TO 7020
7017 NEXT i: BEEP .01,0: GO SUB 4000: RETURN
7020 IF ATTR (a,b)=6 THEN BEEP .01,20: LET a=a1: LET b=b1: GO TO 7000
7030 IF ATTR (a,b)=5 THEN GO SUB 8600: RETURN
7040 IF SCREEN$ (a,b)="*" THEN GO SUB 2000
7045 IF FN r(20)=SGN PI THEN GO SUB 2300
7050 IF FN r(20)<fl+fl/fl THEN GO SUB 4000
7060 PRINT AT a,b;"▓";AT a1,b1;" ": RETURN
8000 GO SUB 8100
8002 FOR z=1 TO 8
8005 LET x=2+FN r(15)
8010 LET x1=2+FN r(15)
8015 LET y=2+FN r(15)
8020 LET y1=2+FN r(15)
8030 FOR x=x TO x1 STEP x1-x/x-x1
8031 IF FN r(8)=2 THEN PRINT AT y,x;" ": GO TO 8040
8035 PRINT INK 6;AT y,x;"█"
8040 NEXT x
8050 FOR y=y TO y1 STEP y1-y/y-y1
8051 IF FN r(8)=2 THEN PRINT AT y,x;" ": GO TO 8060
8055 PRINT INK 6;AT y,x;"█"
8060 NEXT y: NEXT z
8065 FOR f=1 TO FN r(5)
8070 PRINT AT FN r(16)+1,FN r(15)+1;"*"
8080 NEXT f
8090 RETURN
8100 GO SUB 100: PRINT INK 6;AT 1,1;"██████████████████"
8110 FOR f=2 TO 17: PRINT INK 6;AT f,1;"█";AT f,18;"█": NEXT f
8120 PRINT INK 6;AT 18,1;"██████████████████"
8130 PRINT AT 1,14; INK 5;"▬"
8140 RETURN
8510 CLS : PRINT AT 11,2;"Thou art slain, hero in"'"  valiant combat."
8520 PRINT "Thou didst die by ";r$''"PRESS ANY KEY TO PLAY AGAIN": PAUSE 0: RUN
8600 GO SUB 9110: PRINT AT 20,1;"Stairway u/d ?": LET a=13: LET b=8: LET ob=NOT PI: LET sp=ob
8610 IF INKEY$="u" THEN LET fl=fl+1-(fl=7): GO TO 8650
8620 IF INKEY$="d" THEN LET fl=fl-1: GO TO 8650
8640 GO TO 8610
8650 IF fl=0 THEN GO TO 9600
8660 LET d=50: GO SUB 9000: CLS : GO SUB 100: GO SUB 8000: RETURN
9000 FOR i=SGN PI TO d: NEXT i: RETURN
9100 FOR n=13 TO 18: PRINT AT n,20;"           ": NEXT n: RETURN
9110 PRINT AT 20,1;"                              ";AT 21,1;"                              ": RETURN
9300 FOR i=SGN PI TO VAL "11": PRINT AT i,20;"            ": NEXT i
9310 PRINT AT SGN PI,20;n$
9320 PRINT AT INT PI,20;"Strength:";cs
9330 PRINT AT 4,20;"Power:";ci
9340 PRINT AT 5,20;"Stamina:";lp
9350 IF p(SGN PI) THEN PRINT AT 6,20;"1. Strength"
9360 IF p(2) THEN PRINT AT 7,20;"2. Intell"
9370 IF p(INT PI) THEN PRINT AT 8,20;"3. Protect"
9380 OVER 1: PRINT FLASH q(SGN PI);AT 6,23;"         "
9390 PRINT FLASH q(2);AT 7,23;"         "
9400 PRINT FLASH q(INT PI);AT 8,23;"         ": OVER 0
9410 IF NOT cf THEN GO TO 9500
9420 PRINT AT 10,20;m$
9430 PRINT AT 11,20;st;" : ";it: RETURN
9500 PRINT AT 10,20;"Turn ";tn;AT 11,20;"Skill ";xp;AT 9,20;"Floor ";fl: RETURN
9600 CLS : PRINT AT 11,2;"The Tower is behind you"'"and thy praises shall be sung"'"once the folk hear how you slew"'"the Sorceror. If you did not...": STOP
9710 DATA "Orc",1,3,"n",10,0
9720 DATA "Bugbear",2,4,"s",20,0
9730 DATA "Zombie",2,4,"i",15,0
9740 DATA "Ghoul",2,5,"p",15,5
9750 DATA "Wraith",4,6,"d",5,30
9760 DATA "Warg",3,4,"n",20,0
9770 DATA "Dragon",5,6,"b",40,20
9780 DATA "Balrog",6,6,"b",50,50
9790 DATA "Troll",1,3,"n",15,0
9800 DATA "Goblin",1,2,"n",5,0
9810 DATA "Nerith",6,6,"i",60,70
```

MICROPOLY

RUNS ON A SPECTRUM IN 48k

BY BARRY DE LOBEL

Monopoly is still one of the best selling board games around — and it has proved to be a winner when converted to a computer game too.

Micropoly is based on that well known board game and includes all the features you'd expect to find in the real thing.

When you start the game, you must enter the number of players. The computer handles the banker s job and knows how much money each player holds, how much property each player owns, the moving of counters, rents, houses, hotels, jail routines, Chance and Community Chest etc.

All this leaves each player free to worry about when to buy and sell or when to build the next hotel on Mayfair. Are you cunning enough to become a millionaire? The challenge awaits...

Special notes:

When entering an order, it is only necessary to type in what you require. There is no need to type in CR, ENTER etc. For example: AI=Angel Islington, 500=£500, KX=Kings Cross. WW=Water Works, and so on. All properties are referred to by their initial letters.

When properties are auctioned, the computer will only accept bids greater than 50 percent of the original purchase price.

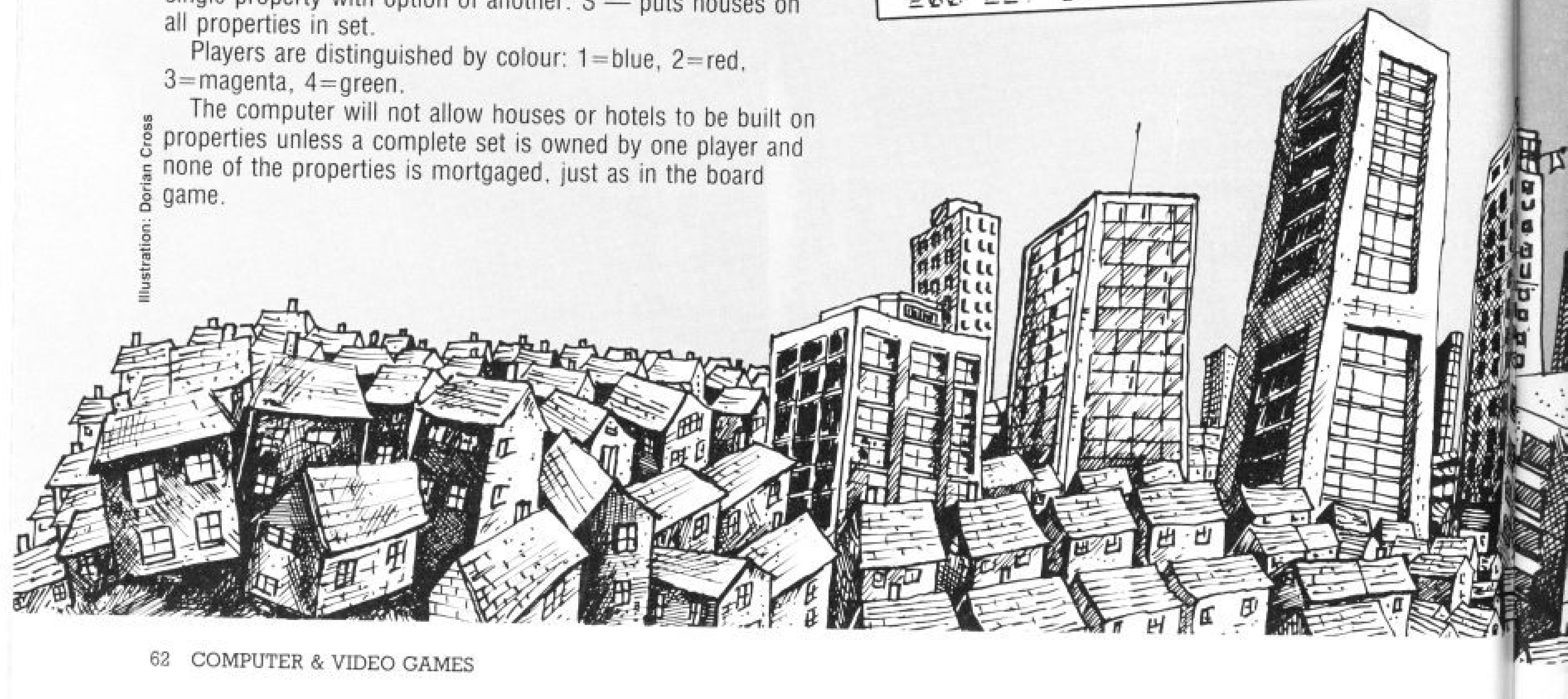
When buying or selling property houses or hotels for properties, three options are available. Y/N — puts house on a single property if confirmed as Y. A — accepts house on single property with option of another. S — puts houses on all properties in set.

Players are distinguished by colour: 1=blue, 2=red, 3=magenta, 4=green.

The computer will not allow houses or hotels to be built on properties unless a complete set is owned by one player and none of the properties is mortgaged, just as in the board game.

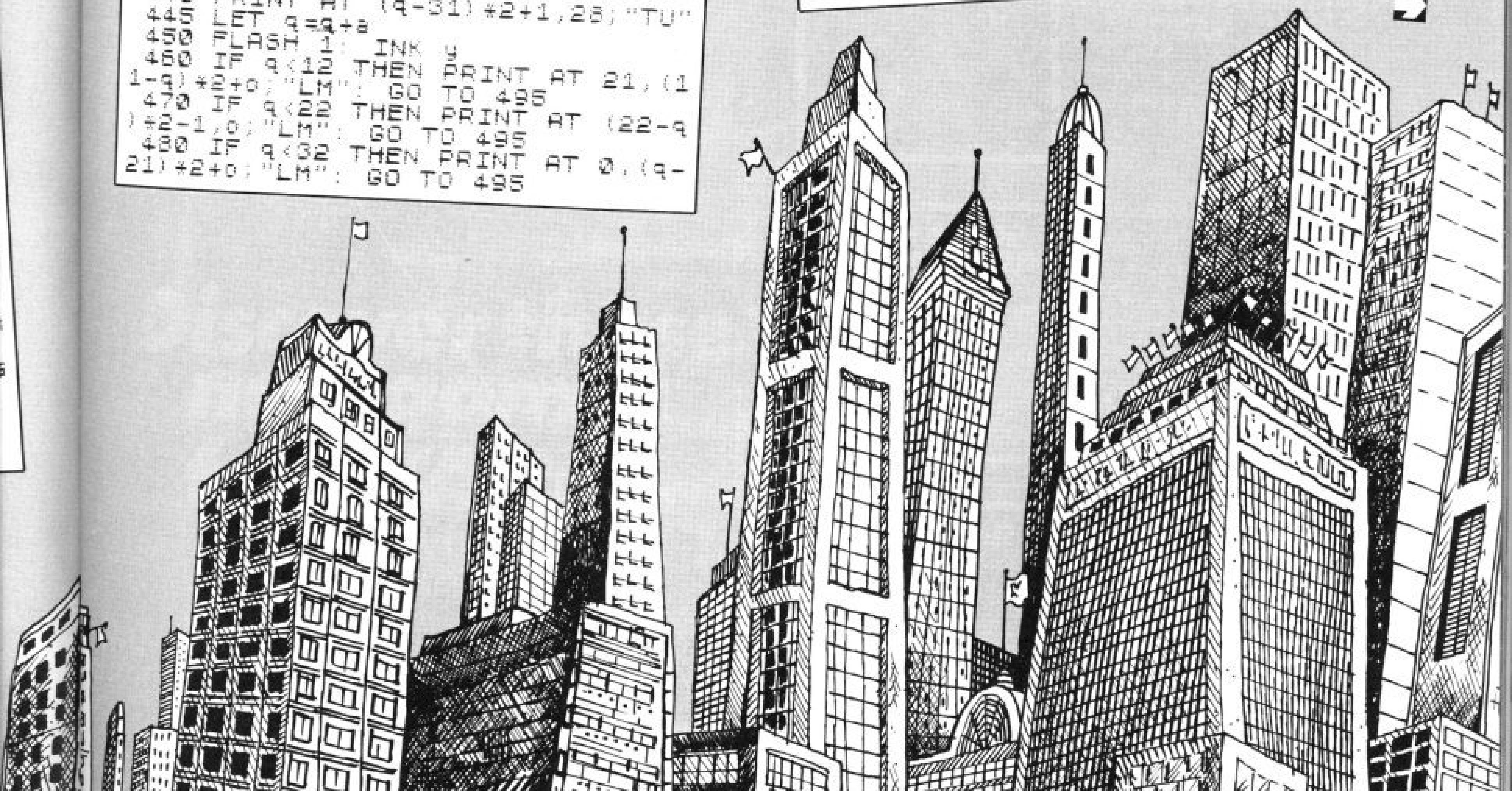
```
  10 GO SUB 9000
  30 RESTORE : GO SUB 1000: RAND
OMIZE : GO TO 1500
 100 GO SUB 5000: IF CODE a$<48
OR CODE a$>57 THEN GO TO 100
 104 LET b$=a$: PRINT AT 11,c+13
;b$
 105 IF CODE a$=48 THEN GO TO 16
0
 106 IF INKEY$<>"" THEN GO TO 10
6
 107 LET a$=""
 108 FOR i=0 TO 200
 109 IF INKEY$<>"" THEN LET a$=I
NKEY$: GO TO 112
 110 NEXT i
 112 BEEP .005,25: IF CODE a$<48
OR CODE a$>57 THEN GO TO 114
 113 IF a$<>"" THEN LET b$=b$+a$
 114 PRINT AT 11,c+13;b$
 115 IF INKEY$<>"" THEN GO TO 11
5
 116 LET a$=""
 120 FOR i=0 TO 200
 130 IF INKEY$<>"" THEN LET a$=I
NKEY$: GO TO 145
 140 NEXT i
 145 BEEP .005,25: IF CODE a$<48
OR CODE a$>57 THEN GO TO 155
 150 IF a$<>"" THEN LET b$=b$+a$
 155 PRINT AT 11,c+13;b$
 160 LET x=VAL b$
 170 RETURN
 200 LET a=-1: LET b=1
```

Illustration: Dorian Cross

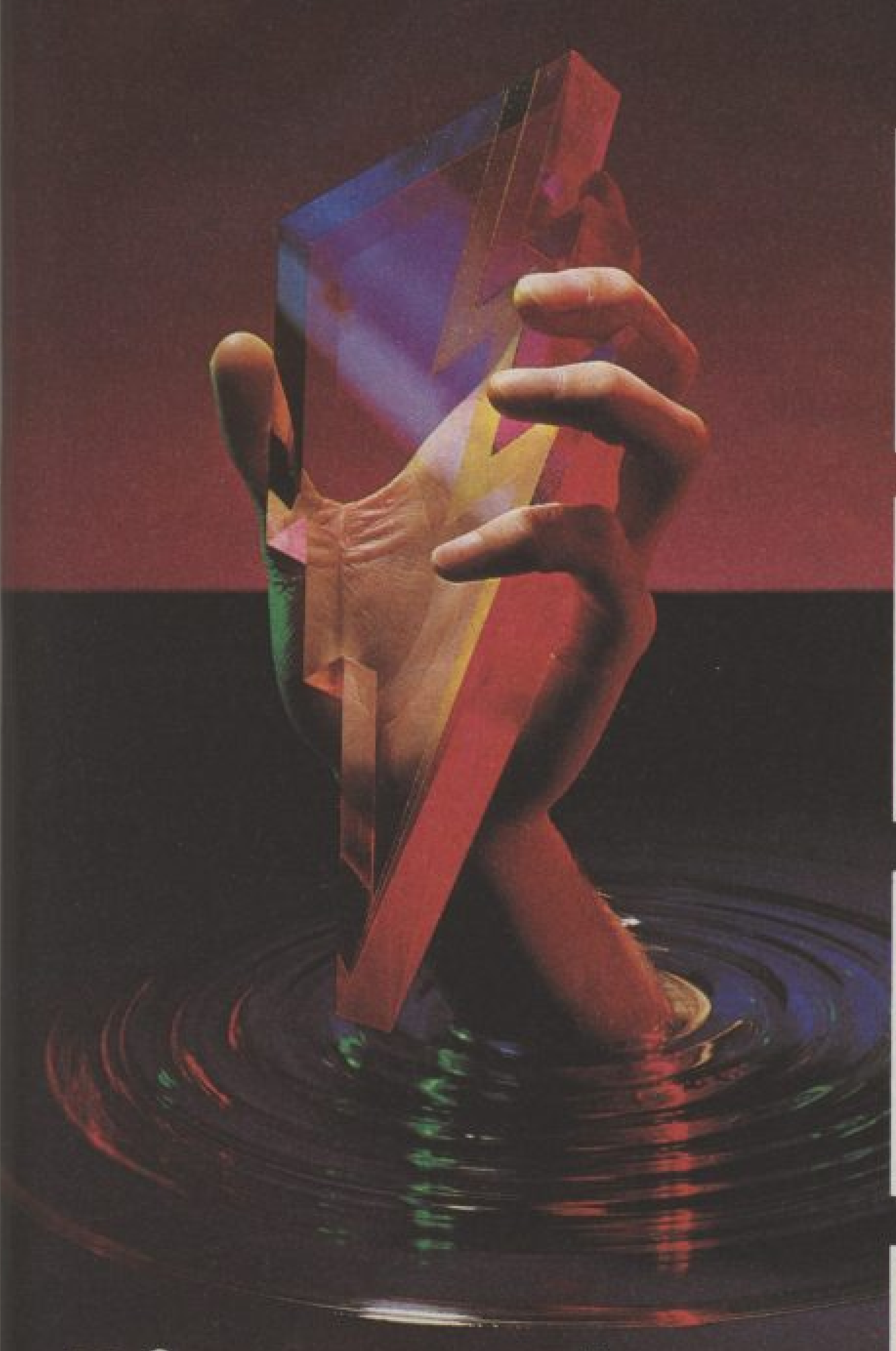


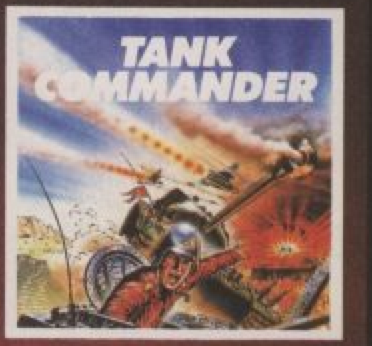
```
205 FOR k=q TO p+1 STEP -1
210 LET q=k: GO SUB 400
215 LET p(y)=k-1
220 GO SUB 380: NEXT k: GO TO 3
80
300 LET a=1: LET b=-1
305 IF q<p THEN GO TO 350
306 LET f=9
310 FOR k=q TO 40
312 LET q=k: GO SUB 400
313 LET p(y)=k+1
315 GO SUB 380: NEXT k
330 LET q=1: LET p(y)=1
350 FOR k=q TO p-1
351 LET q=k: GO SUB 400
354 LET p(y)=k+1
365 GO SUB 380: NEXT k
375 RETURN
380 FOR j=1 TO z
382 IF s(j)<>9 THEN INK j: LET
q=p(j): GO SUB 460
384 NEXT j
390 LET q=p(y): GO SUB 450
399 RETURN
400 INK 0: BEEP .01,y*9-10
405 IF q<12 THEN PRINT AT 21,(1
1-q)*2+o;"TU": GO TO 445
410 IF q<22 THEN PRINT AT (22-q
)*2-1,o;"TU": GO TO 445
420 IF q<32 THEN PRINT AT 0,(q-
21)*2+o;"RS": GO TO 445
440 PRINT AT (q-31)*2+1,28;"TU"
445 LET q=q+a
450 FLASH 1: INK y
460 IF q<12 THEN PRINT AT 21,(1
1-q)*2+o;"LM": GO TO 495
470 IF q<22 THEN PRINT AT (22-q
)*2-1,o;"LM": GO TO 495
480 IF q<32 THEN PRINT AT 0,(q-
21)*2+o;"LM": GO TO 495
```

```
490 PRINT AT (q-31)*2+1,28;"LM"
495 INK 0: LET q=q+b: FLASH 0
499 RETURN
500 LET n=INT (6*RND+1): LET dx
=4: LET dy=o+15
571 LET a=n
572 PAPER 5: GO SUB 700: GO SUB
600
578 LET n=INT (6*RND+1): LET dx
=15: LET dy=o+4
579 PAPER 4: GO SUB 700: GO SUB
600
580 LET b=n
590 PAPER 7: LET n=a+n: RETURN
600 IF n=1 OR n=3 OR n=5 THEN P
RINT AT dx+1,dy+1;"p"
610 IF n>1 THEN PRINT AT dx,dy;
"p";AT dx+2,dy+2;"p"
620 IF n>3 THEN PRINT AT dx+2,d
y;"p";AT dx,dy+2;"p"
630 IF n=6 THEN PRINT AT dx+1,d
y;"p";AT dx+1,dy+2;"p"
640 RETURN
700 PRINT AT dx,dy;"   ";AT dx+
1,dy;"   ";AT dx+2,dy;"   "
710 RETURN
800 PRINT AT 3,1;"          ";AT 3,0
;INK 0;"£";m(y): RETURN
810 LET b=1
811 IF m<0 THEN LET b=m(y)+m
812 IF b<0 THEN GO TO 8800
814 LET b=INT (m/20)
```



```
815 IF b=0 THEN LET b=m
820 LET v=ABS (m): LET c=m(y): LET d=ABS (b)
825 IF v<20 THEN LET d=1
850 FOR i=1 TO v STEP d
860 LET m(y)=m(y)+b
870 GO SUB 800: BEEP .02,20: PAUSE 5: NEXT i
880 LET m(y)=c+m: GO SUB 800
890 RETURN
900 FOR i=8 TO 13: PRINT AT i,o+3;"                    ": NEXT i: RETURN
950 GO SUB 5000: PRINT AT 9,O+13;A$: LET B$=A$: GO SUB 5000: PRINT AT 9,O+14;A$: LET B$=B$+A$
955 RESTORE 1900: LET a$="XX": LET a=0
960 FOR i=1 TO 28
970 IF a$=b$ THEN GO TO 980
975 READ a$,a,w,x
980 NEXT i
990 RETURN
1000 LET o=9: PRINT PAPER 4; INK 0;AT 8,o+5;" MONOPOLY ";AT 9,o+5;"written by"; PAPER 5;AT 11,o+3;"BARRY de LOBEL"
1001 PRINT INK 7; FLASH 1; PAPER 2;AT 10,o+3;"                ";AT 12,o+3;"                "
1005 DIM a(40,2): DIM b(18,7): DIM m(4): DIM p(4): DIM s(4): DIM c(16): DIM d(16): DIM h(4): DIM g(4): DIM x(10)
1010 FOR j=1 TO 40
1020 FOR i=1 TO 2
1030 READ a(j,i)
1050 NEXT i: NEXT j
1060 FOR j=1 TO 18
1070 FOR i=1 TO 7
1080 READ b(j,i)
1092 NEXT i: NEXT j
1150 RETURN
1200 DATA 9,0,0,1,11,0,0,2,12,200,0,17,0,3,10,0,0,3,0,4,9,0,0,5,0,18,0,5,0,6,0,17,0,7,11,0,0,7,0,8,9,0,0,9,10,0,0,9,0,10,0,17,0,11,0,11,0,18,0,12,13,0,0,13,0,13,11,0,0,14,0,17,10,0,0,15,12,100,0,16
1210 DATA 60,2,10,30,90,160,250,60,4,20,60,180,320,450,100,6,30,90,270,400,550,120,8,40,100,300,450,600,140,10,50,150,450,625,750,160,12,60,180,500,700,900,180,14,70,200,550,750,950,200,16,80,220,600,800,1000
1220 DATA 220,18,90,250,700,875,1050,240,20,100,300,750,925,1100,260,22,110,330,800,975,1150,280,24,120,360,850,1025,1200,300,26,130,390,900,1100,1275,320,28,150,450,1000,1200,1400,350,35,175,500,1100,1300,1500,400,50,200,600,1400,1700,2000,200,25,50,100,200,0,0,150,4,10,0,0,0,0
1500 FOR i=1 TO 4: LET p(i)=1: LET m(i)=1500: LET s(i)=0: LET h(i)=0: LET g(i)=0: NEXT i
1505 FLASH 0: BRIGHT 0: PAPER 7: BORDER 7: INK 0
1510 LET f=0: LET o=8: GO SUB 900
1520 PRINT AT 10,o+3;" ENTER NUMBER"
1530 PRINT AT 11,o+3;"of PLAYERS 2-4"
1535 IF INKEY$="" THEN GO TO 1535
1540 BEEP .005,25: LET z=(CODE INKEY$)-48
1545 IF z<2 OR z>4 THEN GO TO 1500
1550 GO SUB 5500
1560 FOR y=1 TO z
1561 LET a=0
1562 FOR i=1 TO z
1563 IF s(i)<>9 THEN LET a=a+1
1565 NEXT i
1566 IF a=1 THEN GO TO 1800
1569 IF s(y)=9 THEN GO TO 2210
1570 LET t=3: INK 0: LET p=p(y)
1600 PRINT AT 0,0;"PLAYER";AT 1,1;y; INK y;AT 1,3;"LM": GO SUB 800
1610 GO SUB 900: GO SUB 1700: GO TO 2000
1700 RESTORE 1900: LET c=0
1710 FOR i=1 TO 28
1720 IF i>14 THEN LET c=3
1730 READ a$,a,w,x
1740 PRINT AT x,c;"   "
1750 LET b=a(a,1)
1760 IF b>500 THEN LET b=b-500
1770 LET d=INT (b/100)
1772 IF b>100 THEN LET b=b-100: GO TO 1772
1775 INK 7: IF w>4 THEN INK 0
1780 IF d=y THEN PRINT AT x,c; PAPER w;a$
1783 INK 0
1785 IF d=y AND b=1 THEN PRINT AT x,c+2;"*"
1790 NEXT i: RETURN
1800 GO SUB 900
1810 FOR i=1 TO z
1820 IF s(i)<>9 THEN LET a=i
1830 NEXT i
1840 PRINT PAPER 4; INK 0;AT 8,o+5;" GAME OVER ";AT 9,o+5;"  WINNER  "; PAPER 5;AT 10,o+3;"PLAYER NUMBER ";a
1845 LET m=a
1850 PRINT INK 7; FLASH 1; PAPER 2;AT 11,o+3;"                ";AT 12,o+3;"                "
1855 PRINT FLASH 1; PAPER 6; INK 0;AT 12,o+3;"PLAY AGAIN Y/N "
1856 GO SUB 5000
1857 IF a$<>"Y" THEN GO TO 1857
1858 RESTORE 1900
1859 GO SUB 900
1860 FOR i=1 TO 28
1865 READ a$,a,w,x
1870 IF i<23 THEN LET e=2: GO SUB 6800
1875 LET b=a(a,1)
1880 IF b>100 THEN LET b=b-100: GO TO 1880
1885 IF b=8 THEN LET a(a,1)=8: GO TO 1895
1890 LET a(a,1)=0
1895 NEXT i
1896 GO SUB 8960
1897 LET p=p(m): GO SUB 8960: GO TO 30
1900 DATA "KR",2,4,4,"WR",4,4,5,"AI",7,5,7,"ER",9,5,8,"PR",10,5,9,"PM",12,3,11,"WH",14,3,12,"NA",15,3,13,"BW",17,0,15,"MS",19,0,16,"VS",20,0,17,"ST",22,2,19,"FS",24,2,20,"TS",25,2,21
1910 DATA "LS",27,6,4,"CS",28,6,5,"PY",30,6,6,"RS",32,4,8,"OS",33,4,9,"BS",35,4,10,"PL",38,1,12,"MF",40,1,13,"KX",6,0,15,"MX",16,0,16,"FX",26,0,17,"LX",36,0,18,"EC",13,0,20,"WW",29,0,21
2000 IF s(y)<>0 THEN GO SUB 4300  GO TO 2002
2010 INK 0: GO SUB 900: GO SUB 800
2012 LET r=0
2015 FOR i=1 TO 5: GO SUB 500: NEXT i
2017 IF a=b THEN LET t=t-1: LET r=1: LET s(y)=0
2018 IF t=0 THEN GO TO 4200
```





All action game with strong strategic element. Roll down the middle of the road in a beeline for the enemy fuel dumps and you won't make it past the first bridge.

This 100% machine code game features:

- Superb sound and graphics.
- Smooth action scrolling screen.
- Separate map screen to plan strategy.
- Five pre-selectable skill levels.
- One or two player game.

Requires 32K RAM expansion.
Cassette **£8.95**



Defend your castle against the rampaging hordes of attacking Orcs, with broadswords, rocks and boiling oil. This 100% machine code game benefits from superb sound and graphics spread over four screens of exciting action.

One, two, three, or four player game.

High score feature.

Six pre-selectable levels of play.

Requires 16K RAM expansion.

Instant plug-in cartridge action. **£9.95**



Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruthless Rick's bombs.

You will need to be quick to keep up with the action in this 100% machine code game which features first class sound and graphics over two screens.

One or two player game.

Instant plug-in cartridge action. **£9.95**



Attack and destroy all enemy shipping. That is your brief in this exciting game of strategy. Can you stand the nerve tingling action spread over three screens provided by this amazing game.

Already a big hit in the USA.

Superb scrolling screen in periscope mode and realistic sound effects.

Nine pre-selectable levels of play.

High score feature.

Requires 32K RAM. Cassette **£8.95**



Based on the hit movie "War Games."

Using both strategy and good shooting destroy the incoming missiles and avoid the holocaust.

An amazing game with superb scrolling landscape when tracking missiles.

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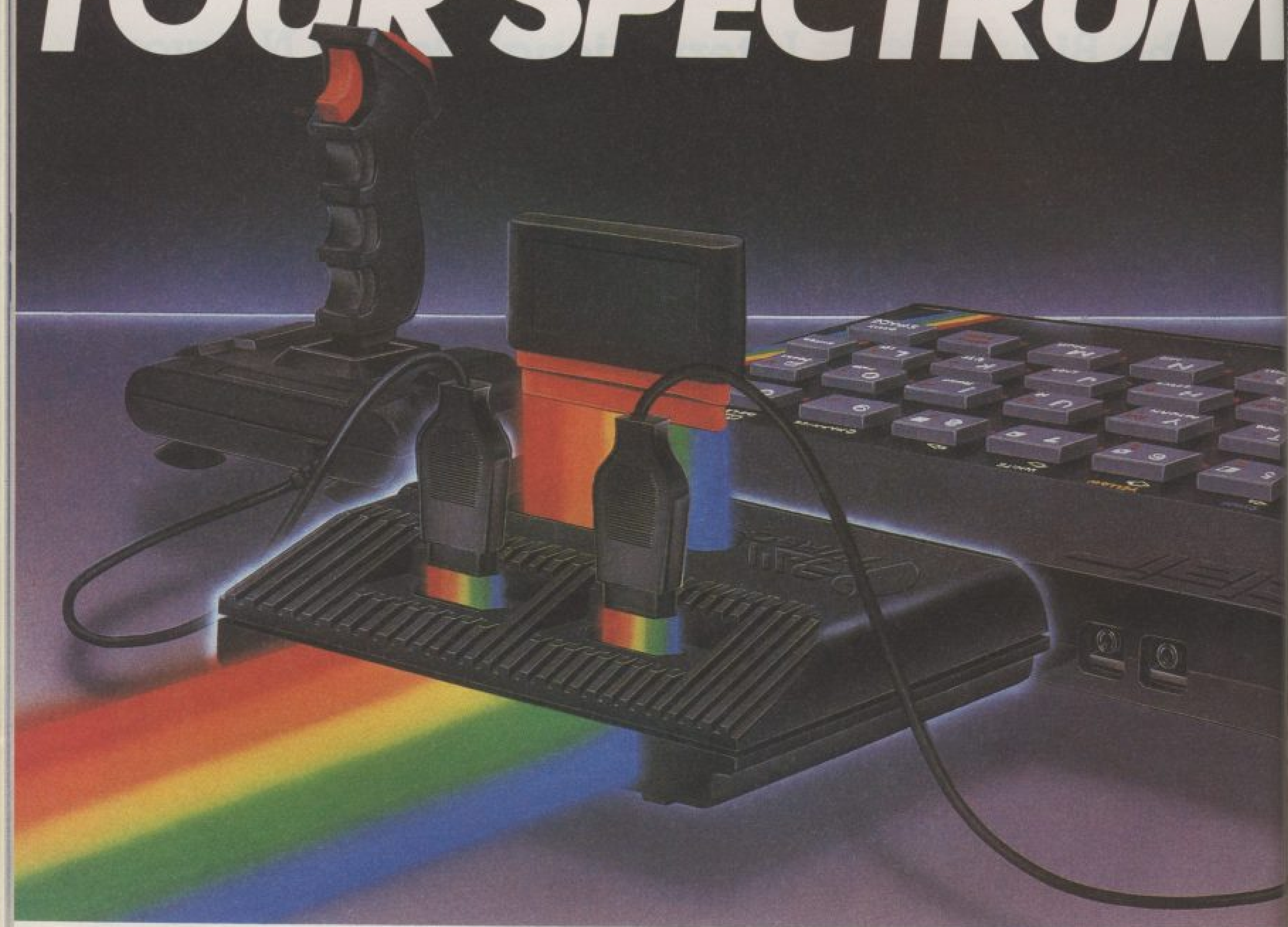
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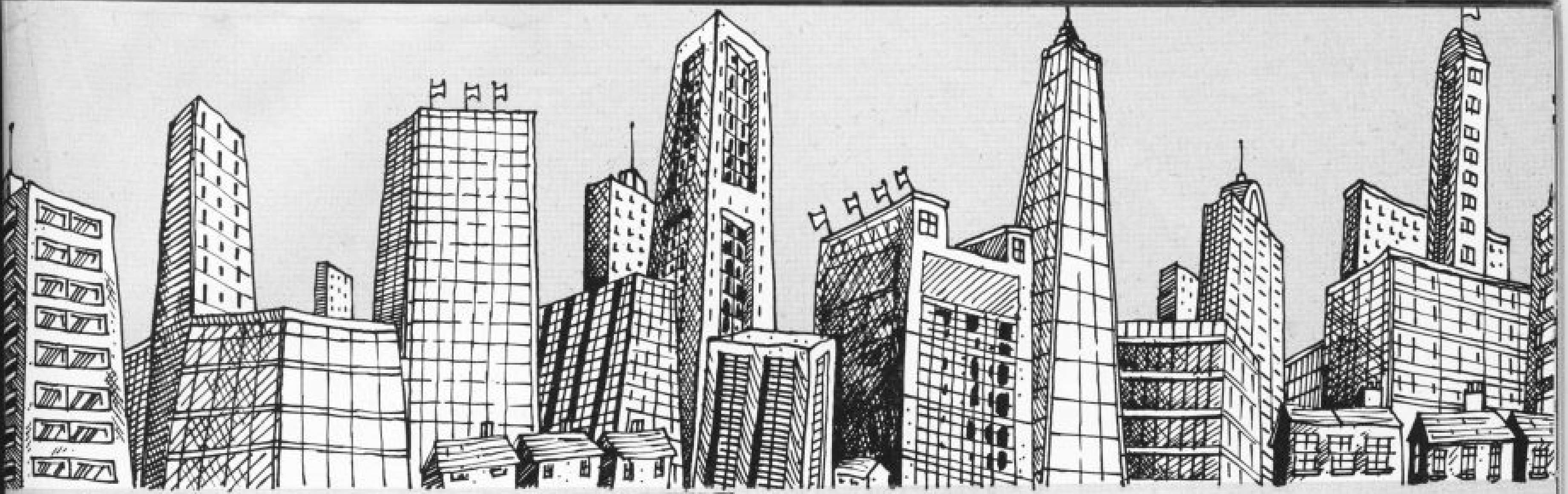
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```
2019 IF s(y)<>0 THEN LET p=11: G
O TO 2100
2020 LET q=p: LET p=p+n
2021 IF p>40 THEN LET p=p-40: LE
T f=9
2025 GO SUB 300
2030 LET s=0: LET a=a(p,1)
2031 IF a>500 THEN LET a=a-500:
LET s=1
2032 IF f=9 THEN GO SUB 900: PRI
NT AT 10,o+5;"  PASS GO ";AT 11
,o+5;"COLLECT £200": LET m=200:
GO SUB 810
2034 GO SUB 900: LET f=0
2035 IF a>100 THEN LET f=f+1: LE
T a=a-100: GO TO 2035
2040 IF a=0 THEN LET b=a(p,2): P
RINT AT 10,o+4;" FOR SALE £";b(b
,1): GO TO 3000
2045 IF f<>y AND a>1 AND a<9 THE
N GO TO 3200
2050 IF a=10 THEN GO TO 8000
2060 IF a=11 THEN GO TO 8100
2080 IF a=12 THEN PRINT AT 11,o+
3;"   TAX £";a(p,2): LET m=-a(p,
2): GO SUB 810: GO TO 2100
2090 IF a=13 THEN GO TO 4200
2100 PRINT AT 15,o+10;"         "
;AT 16,o+10;" CHANCE ";AT 17,o+1
0;"         ";AT 4,o+4;"         "
;AT 5,o+4;" CHEST   ";AT 6,o+4;"
         "
2104 INK y: LET q=p: GO SUB 460
2105 IF r=1 THEN GO SUB 900: PRI
NT AT 10,o+4;"DOUBLE THROWN";AT
11,o+4;" ANOTHER GO  ": FOR w=1
TO 80: NEXT w: GO TO 2000
2110 GO SUB 900: INK y: PRINT AT
 8,o+4;"1=BUY PROPERTY ";AT 9,o+
4;"2=BUY HOUSES   ";AT 11,o+4;"3
=SELL HOUSES    ";AT 12,o+4;"9=SEL
L PROPERTY ";AT 13,o+4;"0=MORTAGE
 "
2115 INK 0: PRINT AT 10,o+4;"3.7
=NEXT PLAYER": GO SUB 5000
2116 GO SUB 900
2120 IF a$="1" THEN GO SUB 6000:
 GO TO 2110
2130 IF a$="2" THEN GO SUB 6500:
 GO TO 2110
2140 IF a$="8" THEN GO SUB 7000:
 GO TO 2110
2150 IF a$="9" THEN GO SUB 6900:
 GO TO 2110
2160 IF a$="0" THEN LET e=0: GO
SUB 7500: GO TO 2110
2210 NEXT y: GO TO 1560
2500 DATA 2,4,4,7,9,10,12,14,15,
17,19,20,22,24,25,27,28,30,32,33
,35,38,40,40,13,29,13
2600 RESTORE 2500
2605 LET e=0
2610 FOR i=1 TO 8
2615 IF e=1 THEN GO TO 2640
2620 READ v,w,x
2630 IF v=a OR w=a OR x=a THEN L
ET e=1
2640 NEXT i
2650 RETURN
2700 LET e=0: LET v=a(v,1): LET
w=a(w,1): LET x=a(x,1)
2710 IF v>100 THEN LET v=v-100:
GO TO 2710
2720 IF w>100 THEN LET w=w-100:
GO TO 2720
2730 IF x>100 THEN LET x=x-100:
GO TO 2730
2740 IF v>2 OR w>2 OR x>2 THEN L
ET e=1
2750 RETURN
3000 PRINT AT 11,o+4;"DO YOU WAN
T TO"
3010 PRINT AT 12,o+5;" BUY IT Y/
N?"
3020 GO SUB 5000
3022 IF a$<>"Y" THEN GO TO 3500
3025 LET b=a(p,2)
3030 LET m=-b(b,1): LET f=0: GO
SUB 810: LET a(p,1)=2+(y*100)
3036 IF p=13 OR p=29 THEN LET a(
p,1)=8+(y*100)
3037 GO SUB 1700: GO SUB 4000: G
O TO 2100
3200 PRINT AT 10,o+4;" RENT OWED
 TO"
3210 PRINT AT 11,o+4;"  PLAYER "
;f
3215 IF a=8 THEN GO TO 3250
3220 LET b=a(p,2): LET c=b(b,a)
3222 IF s=1 AND a=2 THEN LET c=c
*2
3224 PRINT AT 12,o+4;"    £";c
3230 LET m=-c: LET x(8)=c: LET x
(9)=f: GO SUB 810: LET m(x(9))=m
(x(9))+x(8): GO TO 2100
3250 LET b=4: IF s=1 THEN LET b=
10
3255 PRINT AT 12,o+3;"   £";b*n
3256 LET x(8)=b*n: LET x(9)=f
3260 LET m=-b*n: GO SUB 810: LET
 m(x(9))=m(x(9))+x(8): GO TO 210
0
3500 GO SUB 900
3510 PRINT AT 8,0+4;" FOR AUCTIO
N ";AT 9,0+4;"THE"
3520 RESTORE 1900: LET a=0
3530 FOR i=1 TO 28
3540 IF p=a THEN GO TO 3560
3550 READ b$,a,w,x
3560 NEXT i
3570 GO SUB 7800
3580 PRINT AT 10,o+4;"BID PLAYER
 "
3581 GO SUB 5000: LET c=CODE a$:
 LET c=c-48
3582 IF c=0 THEN GO TO 2100
3583 IF c<1 OR c>z OR s(c)=9 THE
N GO TO 3581
3584 LET e=c
3585 PRINT AT 10,o+4; PAPER c; I
NK 7;"BID PLAYER ";c;" "
3588 PRINT AT 10,o+15;c;AT 11,o+
4;"AMOUNT £"
3590 GO SUB 100: PRINT AT 12,o+4
;"AGREED Y/N"
3600 GO SUB 5000: IF a$<>"Y" THE
N GO TO 3500
```

```
3601 LET b=a(p,2): LET b=b(b,1)
3602 IF x<b/2 THEN GO TO 3500
3605 LET b=m(e)-x
3606 IF b<0 THEN GO TO 3500
3610 LET a(a,1)=2+e*100: LET m=-
x
3612 IF a=13 OR a=29 THEN LET a(
a,1)=8+e*100
3615 IF e=y THEN GO SUB 810: GO
SUB 1700: GO TO 3620
3616 LET m(e)=m(e)-x
3620 GO SUB 4000: GO TO 2100
4000 FOR i=1 TO 40
4010 IF a(i,1)>500 THEN LET a(i,
1)=a(i,1)-500: GO TO 4010
4020 NEXT i
4021 FOR i=6 TO 36 STEP 10
4022 LET a=100*INT (a(i,1)/100)
4023 IF a=0 THEN GO TO 4030
4024 LET b=a(i,1)-a
4025 IF b=1 THEN LET a(i,1)=a+1:
 GO TO 4030
4026 LET a(i,1)=a+2
4030 NEXT i
4040 RESTORE 2500
4050 FOR i=1 TO 9
4060 READ v,w,x
4070 LET a=INT (a(v,1)/100): LET
 b=INT (a(w,1)/100): LET c=INT (
a(x,1)/100)
4073 LET e=1+a*100
4075 IF a(v,1)=e OR a(w,1)=e OR
a(x,1)=e THEN GO TO 4090
4080 IF a=b AND b=c AND c<>0 THE
N LET a(v,1)=a(v,1)+500: LET a(w
,1)=a(w,1)+500: LET a(x,1)=a(x,1
)+500
4085 IF a(x,1)>1000 THEN LET a(x
,1)=a(x,1)-500
4090 NEXT i
4100 LET a=100*INT (a(6,1)/100):
 LET u=a(6,1)-a: IF u=1 THEN LET
 a=0
4101 LET b=100*INT (a(16,1)/100)
: LET v=a(16,1)-b: IF v=1 THEN L
ET b=0
4102 LET c=100*INT (a(26,1)/100)
: LET w=a(26,1)-c: IF w=1 THEN L
ET c=0
4103 LET d=100*INT (a(36,1)/100)
: LET x=a(36,1)-d: IF x=1 THEN L
ET d=0
4105 IF a=0 THEN GO TO 4115
4110 LET a(6,1)=a(6,1)+(a=b)+(a=
c)+(a=d)
4115 IF b=0 THEN GO TO 4125
4120 LET a(16,1)=a(16,1)+(b=a)+(
b=c)+(b=d)
4125 IF c=0 THEN GO TO 4135
4130 LET a(26,1)=a(26,1)+(c=a)+(
c=b)+(c=d)
4135 IF d=0 THEN GO TO 4150
4140 LET a(36,1)=a(36,1)+(d=b)+(
d=c)+(d=a)
4150 RETURN
4200 PRINT AT 11,o+4;"  GO TO JA
IL  ": LET q=p: LET p=11
4210 IF q<11 THEN GO SUB 300: GO
 TO 4225
4220 GO SUB 200
4225 LET s(y)=3
4230 LET r=0: LET t=3: GO TO 210
0
4300 GO SUB 900
4305 IF s(y)=1 THEN GO TO 4400
4310 PRINT AT 9,o+3;" YOU ARE IN
 JAIL ";AT 10,o+3;" DO YOU WISH T
O ";AT 11,o+3;"PAY £50 FINE Y/N"
4320 GO SUB 5000: IF a$="Y" THEN
 GO TO 4400
4330 LET s(y)=s(y)-1
4340 RETURN
4400 GO SUB 900: PRINT AT 10,o+5
;" FINE OF £50 ";AT 11,o+5;"   T
O PAY
4410 LET m=-50: LET f=0: GO SUB
810
4420 LET s(y)=0: RETURN
5000 LET c=1: LET k=1
5001 IF INKEY$<>"" THEN GO TO 50
01
5002 LET a$=INKEY$: IF a$<>"" TH
EN GO TO 5010
5003 LET k=k+1: IF k<>10 THEN GO
 TO 5002
5004 LET k=1: LET c=c+1: IF c>z
THEN LET c=1
5005 IF s(c)<>9 THEN LET q=p(c):
 INK c: GO SUB 460
5008 GO SUB 390: GO TO 5002
5010 BEEP .005,25: LET k=CODE a$
5020 IF k>96 THEN LET k=k-32
5030 LET a$=CHR$ k: LET k=0: RET
URN
5500 LET g=1: LET h=1
5501 FOR i=1 TO 16
5502 LET c(i)=i: LET d(i)=i
5503 NEXT i
5510 FOR i=1 TO 16
5520 LET b=INT (16*RND)+1
5530 LET c=INT (16*RND)+1
5540 LET a=c(i): LET c(i)=c(b):
LET c(b)=a
5550 LET a=d(i): LET d(i)=d(c):
LET d(c)=a
5560 NEXT i: RETURN
6000 PRINT AT 8,0+4;" BUY PROPER
TY ";AT 9,0+4;"WHICH ?"
6020 GO SUB 950: GO SUB 7800
6030 IF a=0 OR d=0 OR c=y THEN G
O TO 6200
6034 GO SUB 2600: IF e=0 THEN GO
 TO 6040
6035 GO SUB 2700: IF e=1 THEN GO
 TO 6200
6040 LET e=c
6065 PRINT AT 10,o+4;"FROM PLAYE
R ";c;AT 11,o+4;"AMOUNT £"
6070 GO SUB 100: PRINT AT 12,o+4
;"AGREED Y/N"
6080 GO SUB 5000: IF a$<>"Y" THE
N GO TO 6200
6105 IF a=6 OR a=16 OR a=26 OR a
=36 THEN GO TO 6120
6110 IF b>2 AND b<8 THEN GO TO 6
200
6120 LET a(a,1)=b+y*100: LET m=-
x: LET f=e: LET x(3)=x: LET x(4)
=e: GO SUB 810: LET m(x(4))=m(x(
4))+x(3)
6130 GO SUB 1700: GO SUB 4000
6200 RETURN
6500 PRINT AT 8,o+3;"BUY HOUSE/H
OTEL";AT 9,o+4;"FOR ?"
6510 LET x(7)=0: GO SUB 950
6514 LET x(5)=0: GO SUB 7800
6515 IF a=0 OR d<500 OR c<>y OR
b=7 THEN GO TO 6700
6565 LET x(6)=w: LET e=b
6566 LET b=h(1)+h(2)+h(3)+h(4)
6567 LET v=g(1)+g(2)+g(3)+g(4)
6568 IF e=6 AND v=12 THEN GO TO
6750
6569 IF e=6 THEN GO TO 6580
6570 IF b=32 THEN GO TO 6750
6580 LET b=INT ((a-1)/10)+1
6585 IF x(7)>0 THEN GO TO 6620
6590 PRINT AT 10,o+4;"COST £"
6592 PRINT AT 10,o+13;b*50
6594 PRINT AT 11,o+4;"ACCEPT Y/N
"
6595 PRINT AT 12,o+3;"S=BUILD SE
T"
6596 PRINT AT 13,o+3;"A=ACCEPT &
 MORE"
6600 GO SUB 5000: IF a$="A" THEN
 LET x(5)=1: GO TO 6620
6605 IF a$="S" THEN GO TO 6710
6610 IF a$<>"Y" THEN GO TO 6700
6620 LET a(a,1)=a(a,1)+1
```

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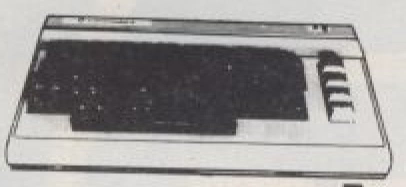
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```
6625 LET e=e+1: GO SUB 6800: LET
 m=-b*50: LET f=0: LET x(4)=e: G
O SUB 810
6630 IF x(4)=7 THEN LET g(y)=g(y
)+1: LET h(y)=h(y)-4: GO TO 6650
6640 LET h(y)=h(y)+1
6650 IF x(5)=1 THEN LET w=x(6):
GO TO 6514
6660 IF x(7)>0 THEN GO TO 6710
6700 RETURN
6710 IF x(7)=3 THEN GO TO 6700
6715 LET b$="SET"
6720 GO SUB 2600
6725 IF w=x AND x(7)=2 THEN GO T
O 6700
6730 LET x(7)=x(7)+1
6734 IF x(7)=1 THEN LET a=v: LET
 w=x(6): GO TO 6514
6735 IF x(7)=2 THEN LET a=w: LET
 w=x(6): GO TO 6514
6736 IF x(7)=3 THEN LET a=x: LET
 w=x(6): GO TO 6514
6750 GO SUB 900: PRINT AT 10,o+4
;"NONE FOR SALE"
6760 FOR W=1 TO 100: NEXT W
6770 GO TO 6700
6800 INK 4
6803 IF e=2 THEN LET d=32: LET c
=32
6805 IF e=3 THEN LET d=153: LET
c=32
6810 IF e=4 THEN LET d=154: LET
c=32
6820 IF e=5 THEN LET d=153: LET
c=154
6830 IF e=6 THEN LET d=154: LET
c=154
6840 IF e=7 THEN LET d=160: LET
c=160: INK 2
6850 IF a<11 THEN PRINT AT 19,(1
1-a)*2+o;CHR$ c;CHR$ d: GO TO 68
90
6860 IF a<21 THEN PRINT AT (22-a
)*2-2,o-2;CHR$ c;CHR$ d: GO TO 6
890
6870 IF a<31 THEN PRINT AT 2,(a-
21)*2+o;CHR$ c;CHR$ d: GO TO 689
0
6880 PRINT AT (a-31)*2,30;CHR$ d
;CHR$ c
6890 INK 0: RETURN
6900 PRINT AT 8,o+3;"SELL PROPER
TY";AT 9,o+4;"WHICH ?"
6910 GO SUB 950: GO SUB 7800
6920 IF a=0 OR c<>y THEN GO TO 6
999
6930 GO SUB 2600: IF e<>1 THEN G
O TO 6940
6935 GO SUB 2700: IF e=1 THEN GO
 TO 6999
6940 PRINT AT 10,o+4;"TO PLAYER
"
6941 GO SUB 5000: LET c=CODE a$:
 LET c=c-48
6942 IF c<1 OR c>z OR s(c)=9 THE
N GO TO 6941
6943 IF c=y THEN GO TO 6999
6945 LET e=c
6949 PRINT AT 10,o+14;c;AT 11,o+
4;"AMOUNT £"
6950 GO SUB 100: PRINT AT 12,o+4
;"AGREED Y/N"
6960 GO SUB 5000: IF a$<>"Y" THE
N GO TO 6999
6965 LET m=m(e)-x
6966 IF m<0 THEN GO TO 6999
6980 LET a(a,1)=b+e*100: LET m=x
: LET x(3)=x: LET x(4)=e: GO SUB
 810: LET m(x(4))=m(x(4))-x(3)
6990 GO SUB 1700: GO SUB 4000
6999 RETURN
7000 PRINT AT 8,o+3;"SELL HOUSE
HOTEL";AT 9,o+4;"WHERE ?"
7010 LET x(7)=0: GO SUB 950
7020 LET x(5)=0: GO SUB 7800
7030 IF c<>y OR b<3 THEN GO TO 7
200
7075 LET x(6)=w: LET e=b
7080 LET b=INT ((a-1)/10)+1
7090 IF x(7)>0 THEN GO TO 7160
7110 PRINT AT 10,o+4;"PRICE £"
7118 PRINT AT 10,o+13;b*25
7120 PRINT AT 11,o+4;"ACCEPT Y/N
"
7122 PRINT AT 12,o+3;"S=SELL SET
"
7125 PRINT AT 13,o+3;"A=ACCEPT &
 MORE"
7130 GO SUB 5000: IF a$="A" THEN
 LET x(5)=1: GO TO 7160
7135 IF a$="S" THEN GO TO 7300
7140 IF a$<>"Y" THEN GO TO 7200
7160 LET a(a,1)=a(a,1)-1
7170 LET e=e-1: GO SUB 6800: LET
 m=+b*25: LET x(4)=e: GO SUB 810
7175 IF x(4)=6 THEN LET g(y)=g(y
)-1: LET h(y)=h(y)+4: GO TO 7190
7180 LET h(y)=h(y)-1
7190 IF x(5)=1 THEN LET w=x(6):
GO TO 7020
7195 IF x(7)>0 THEN GO TO 7300
7200 RETURN
7300 IF x(7)=3 THEN GO TO 7200
7310 LET b$="SET"
7315 GO SUB 2600
7320 IF w=x AND x(7)=2 THEN GO T
O 7200
7340 LET x(7)=x(7)+1
7350 IF x(7)=1 THEN LET a=v: LET
 w=x(6): GO TO 7020
7355 IF x(7)=2 THEN LET a=w: LET
 w=x(6): GO TO 7020
7360 IF x(7)=3 THEN LET a=x: LET
 w=x(6): GO TO 7020
7500 PRINT AT 8,o+3;"MORTAGE PRO
PERTY";AT 9,o+4;"WHICH ?"
7510 GO SUB 950: GO SUB 7800
7550 IF (b>2 AND b<8) OR c<>y TH
EN GO TO 7700
7560 IF b=1 AND e=1 THEN GO TO 7
700
7570 IF b=1 THEN GO TO 7900
7580 LET b=a(a,2): LET e=b(b,1)/
2
7610 PRINT AT 10,o+4;"AMOUNT £"
```

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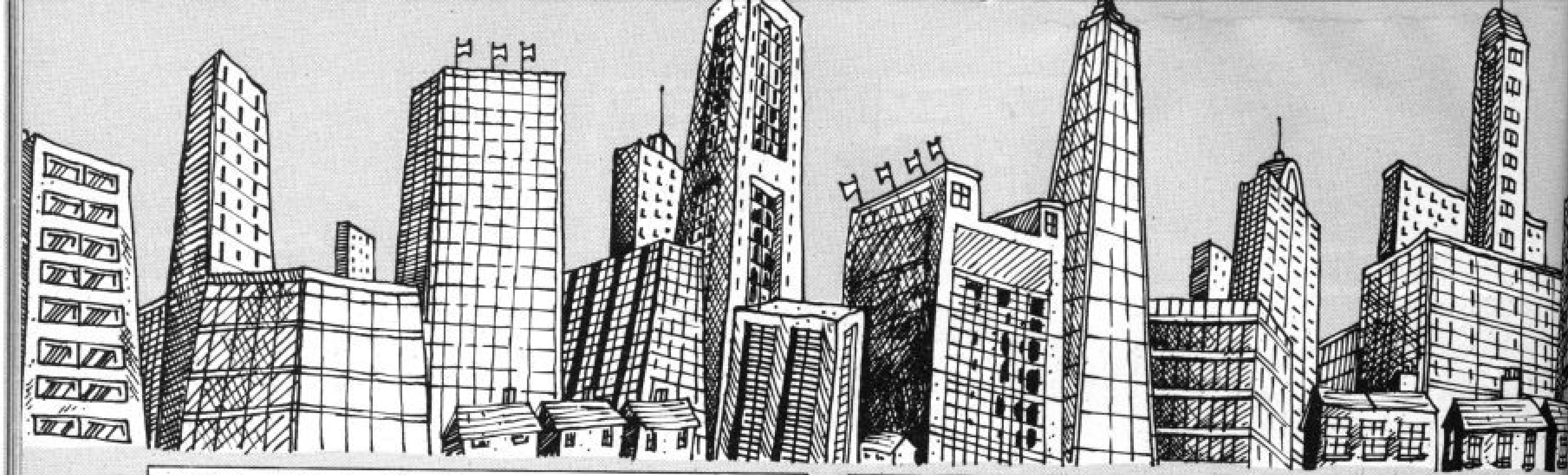
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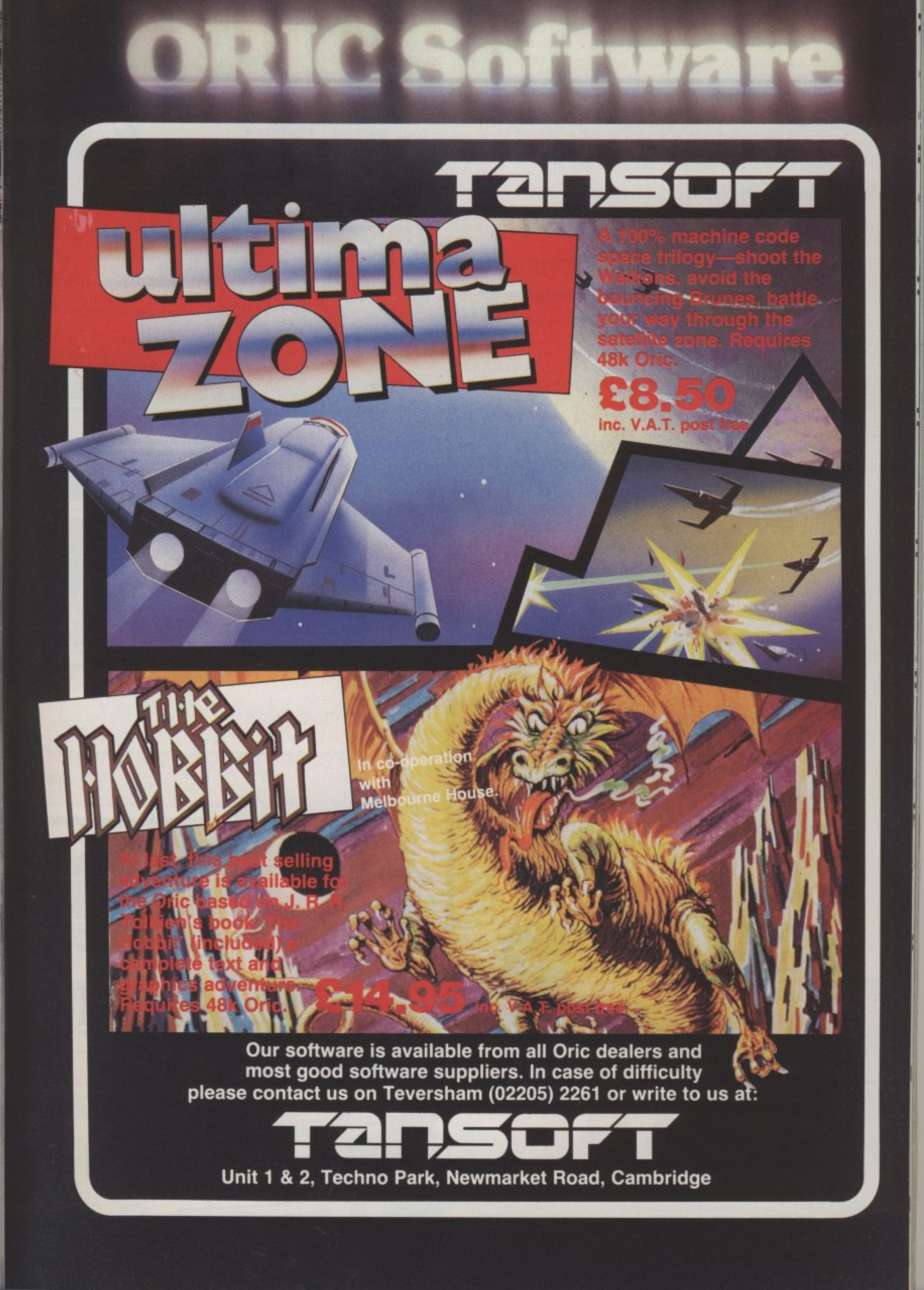
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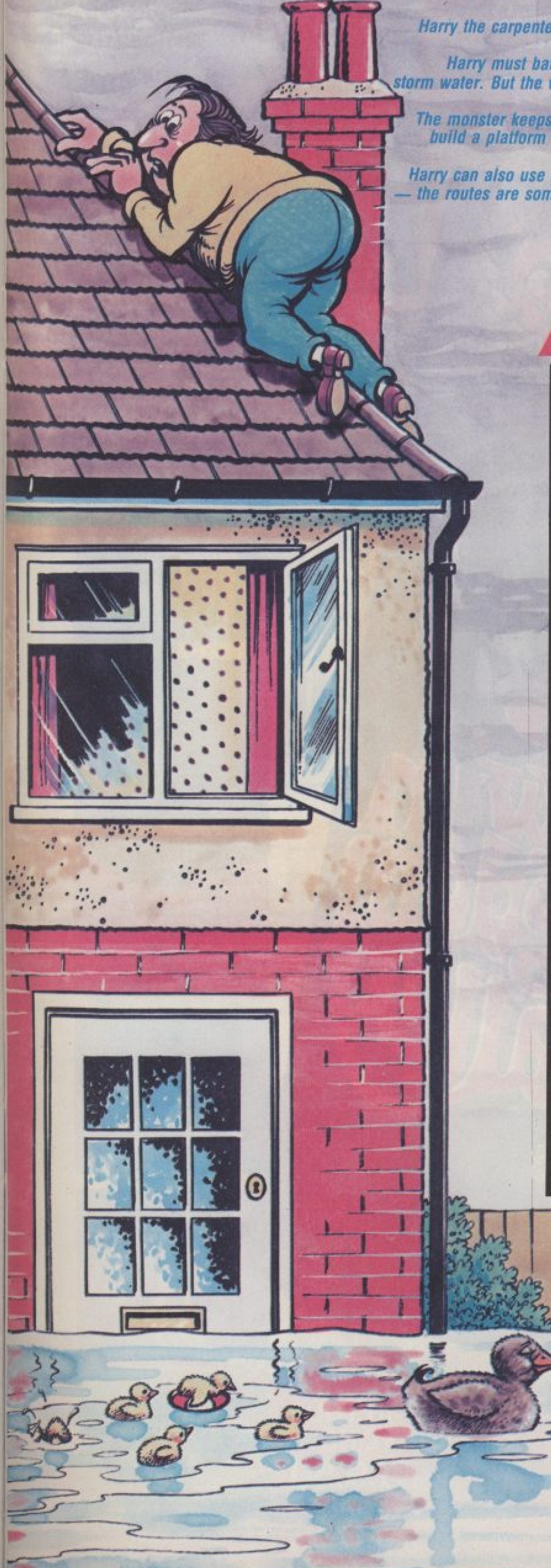
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```
7620 PRINT AT 10,o+13;e;AT 12,o+
4;"ACCEPT Y/N"
7630 GO SUB 5000: IF a$<>"Y" THE
N GO TO 7700
7650 LET a(a,1)=1+y*100
7660 LET m=e: GO SUB 810
7670 GO SUB 1700: GO SUB 4000
7700 RETURN
7800 LET d=a(a,1)
7805 LET b=d
7810 IF b>500 THEN LET b=b-500
7820 LET c=INT (b/100)
7830 IF b>100 THEN LET b=b-100:
GO TO 7830
7840 INK 7: IF w>4 THEN INK 0
7850 PRINT AT 9,o+13; PAPER w;b$
7860 INK 0: RETURN
7900 PRINT AT 8,o+3;"REDEEM MORT
GAGE ";AT 9,o+4;"PROPERTY"
7930 LET b=a(a,2): LET e=b(b,1)/
2
7935 LET e=e+INT (e/10)
7940 PRINT AT 10,o+4;"AMOUNT £"
7950 PRINT AT 10,o+13;e;AT 12,o+
4;"ACCEPT Y/N"
7960 GO SUB 5000: IF a$<>"Y" THE
N GO TO 7999
7964 LET m=-e: LET f=0: GO SUB 8
10
7965 IF a=13 OR a=29 THEN LET a(
a,1)=8+y*100: GO TO 7980
7970 LET a(a,1)=2+y*100
7980 GO SUB 1700: GO SUB 4000
7999 RETURN
8000 LET a=c(g)
8005 PRINT AT 15,o+10; FLASH 1;"
        ";AT 16,o+10;" CHANCE  ";
AT 17,o+10;"        "
8010 LET g=g+1: IF g=17 THEN GO
SUB 5500
8020 RESTORE 8500
8040 GO TO 8200
8100 LET a=d(h)
8105 PRINT AT 4,o+4; FLASH 1;"
       ";AT 5,o+4;" CHEST   ";AT 6
,o+4;"        "
8110 LET h=h+1: IF h=17 THEN GO
SUB 5500
8120 RESTORE 8600
8140 GO TO 8200
8200 FOR i=1 TO a
8210 READ a$,b$,c$,b,c
8220 NEXT i
8230 GO SUB 900
8240 PRINT AT 9,o+4;a$;AT 10,o+4
;b$;AT 11,o+4;c$
8250 IF b=1 THEN GO TO 8400
8260 IF b=2 THEN LET m=-c: GO SU
B 810: GO TO 2100
8270 IF b=3 THEN LET m=c: GO SUB
 810: GO TO 2100
8280 IF B=4 THEN LET M=50: GO SU
B 810: GO TO 2100
8290 IF b=5 THEN GO TO 8700
8300 IF b=6 THEN GO TO 4200
8310 IF b=7 THEN LET q=p: LET p=
p-3: GO SUB 200: GO TO 2030
8320 IF b=8 THEN GO TO 8450
8350 PRINT AT 12,o+4;"PAY FINE Y
/N"
8360 GO SUB 5000
8370 IF a$="Y" THEN LET m=-10: G
O SUB 810: GO TO 2100
8380 GO TO 8000
8400 LET q=p: LET p=c
8402 IF c=2 THEN GO SUB 200: GO
TO 2030
8420 GO TO 2025
8450 FOR k=1 TO z
8455 IF k=y OR s(k)=9 THEN GO TO
 8470
8460 LET m=10: GO SUB 810: LET m
(k)=m(k)-10
8470 NEXT k
8475 FOR w=1 TO 100: NEXT w
8480 GO TO 2100
8500 DATA "ADVANCE TO PM","IF YO
U PASS GO","COLLECT £200",1,12,"
MOVE TO MX","IF YOU PASS GO","CO
LLECT £200",1,16
8510 DATA "ADVANCE TO TS","IF YO
U PASS GO","COLLECT £200",1,25,"
 ","ADVANCE TO MF"," ",1,40," ",
"ADVANCE TO GO"," ",1,1
8520 DATA " ","SPEEDING FINE","
   £15",2,15," ","PAY SCHOOL FE
ES","    OF £150",2,150," ","DR
UNK IN CHARGE","      FINE £20",2,
20
8530 DATA "YOU HAVE WON A","CROS
SWORD","COLLECT £100",3,100,"BUI
LDING LOAN","  MATURES","RECEIVE
 £150",3,150,"BANK PAYS YOU"," D
IVIDEND"," OF £50",3,50
8540 DATA "PRISONERS FUND","RECI
EVE £50"," ",4,0
8550 DATA "STREET REPAIRS","£40
PER HOUSE","£115 PER HOTEL",5,1,
"GENERAL REPAIRS","£25 PER HOUSE
","£100 PER HOTEL",5,2
8560 DATA " "," "," ",6,0,"  GO
BACK","THREE SPACES"," ",7,0
8600 DATA " ","GO BACK TO KR","
",1,2," ","ADVANCE TO GO"," ",1,
1
8610 DATA "DOCTORS FEE","   PAY
£50"," ",2,50,"PAY HOSPITAL","
  £100"," ",2,100,"PAY INSURANCE
","PREMIUM £50"," ",2,50
8620 DATA "BANK ERROR","COLLECT
£200"," ",3,200,"INTEREST ON","
SHARES £25"," ",3,25,"INCOME TAX
","  REFUND","COLLECT £20",3,20,"
SALE OF STOCK","COLLECT £50"," "
,3,50
8630 DATA "ANNUITY MATURES","COL
LECT £100"," ",3,100,"YOU INHERI
T","   £100"," ",3,100,"YOU HAVE
 WON A","BEAUTY CONTEST","COLLEC
T £10",3,10
8640 DATA "PRISONERS FUND","RECI
EVE £50"," ",4,0
8660 DATA " "," "," ",6,0
8670 DATA "YOUR BIRTHDAY","COLLE
CT £10","OFF EACH PLAYER",8,0,"P
AY A £10 FINE","  OR TAKE A","
  CHANCE",9,0
8700 IF c=2 THEN LET m=(h(y)*25)
+(g(y)*100): GO TO 8720
8710 LET m=(h(y)*40)+(g(y)*115)
8720 PRINT AT 12,o+4;"TOTAL = £"
;m
8725 FOR w=1 TO 50: NEXT w
8730 LET m=-m: GO SUB 810
8750 GO TO 2100
8800 LET x(1)=m: LET x(2)=a
8805 INK y: PRINT AT 8,o+3;" INS
UFFICIENT £££"
8807 FOR w=1 TO 100: NEXT w
8808 GO SUB 900: PRINT AT 8,o+4;
"INSUFFICIENT £££";AT 11,o+1;"8=S
ELL HOUSES";AT 12,o+1;"9=SELL
PROPERTY";AT 13,o+1;"0=MORTGAGE
"
8810 INK 0: PRINT AT 10,o+4;"Q=Q
UIT GAME": GO SUB 5000
8820 GO SUB 900
8830 IF a$="8" THEN GO SUB 7000:
 GO TO 8860
8840 IF a$="9" THEN GO SUB 6900:
 GO TO 8860
8850 IF a$="0" THEN LET e=1: GO
SUB 7500: LET e=0: GO TO 8860
8855 IF a$="Q" THEN GO TO 8900
8858 GO TO 8808
8860 LET m=x(1): LET a=x(2): GO
TO 810
8900 IF f=0 THEN GO TO 8920
8910 LET m(f)=m(f)+m(y)
8920 RESTORE 1900
```



```
8925 FOR i=1 TO 28
8930 READ a$,a,w,x: LET b=a(a,1)
8932 IF b>500 THEN LET b=b-500
8934 LET k=INT (b/100)
8935 IF b>100 THEN LET b=b-100:
GO TO 8935
8936 IF i<23 AND k=y THEN LET e=
2: GO SUB 6800
8937 IF f=0 AND b=8 AND k=y THEN
 LET a(a,1)=8: GO TO 8945
8938 IF f=0 AND k=y THEN LET a(a
,1)=0: GO TO 8945
8939 IF b=8 AND k=y THEN LET a(a
,1)=8+f*100: GO TO 8945
8940 IF k=y THEN LET a(a,1)=2+f*
100
8945 NEXT i
8950 LET s(y)=9
8955 GO SUB 8960: GO SUB 4000: G
O TO 2210
8960 IF p<12 THEN PRINT AT 21,(1
1-p)*2+o;"TU": GO TO 8995
8970 IF p<22 THEN PRINT AT (22-p
)*2-1,o;"TU": GO TO 8995
8980 IF p<32 THEN PRINT AT 0,(p-
21)*2+o;"RS": GO TO 8995
8990 PRINT AT (p-31)*2+1,28;"TU"
8995 RETURN
9000 REM draw screen
9005 RESTORE 9020
9010 FOR i=0 TO 167: READ a
9015 POKE USR "a"+i,a: NEXT i
9020 DATA 0,124,31,31,127,127,12
7,51
9021 DATA 0,0,8,252,252,252,254,
108
9022 DATA 128,145,156,159,156,14
4,128,255
9023 DATA 65,241,65,249,9,9,1,25
5
9024 DATA 255,128,135,159,191,19
1,191,160
9025 DATA 255,1,225,249,253,253,
253,5
9026 DATA 255,128,140,158,191,12
8,128,128
9027 DATA 255,1,1,1,253,121,49,1
9028 DATA 255,165,165,165,165,16
5,165,255
9029 DATA 16,48,112,240,240,240,
240,240
9030 DATA 17,51,119,255,255,255,
255,255
9031 DATA 0,0,0,1,2,31,127,24
9032 DATA 0,0,0,240,56,252,254,2
4
9033 DATA 0,0,0,0,0,0,0,0
9034 DATA 0,0,0,0,0,0,0,0
9035 DATA 0,0,60,60,60,60,0,0
9036 DATA 248,168,248,168,255,17
3,255,255
9037 DATA 255,128,128,128,128,12
8,128,128
9038 DATA 255,1,1,1,1,1,1,1
9039 DATA 128,128,128,128,128,12
8,128,255
9040 DATA 1,1,1,1,1,1,1,255
9500 LET o=8
9510 BORDER 7: PAPER 7: INK 0: C
LS
9520 FOR i=0 TO 10
9530 PRINT AT 0,i*2+o;"RS"
9532 PRINT AT i*2+1,o;"TU"
9534 PRINT AT i*2+1,o+20;"TU"
9536 PRINT AT 21,i*2+o;"TU"
9540 NEXT i
9550 PRINT AT 1,o+16;"CD"
9551 PRINT AT 20,o;"RI";AT 20,o+
16;"EF"
9552 PRINT AT 6,o;"EF";AT 6,o+20
;"EF";AT 16,o;"GH"
9560 PRINT AT 1,o+10;"AB";AT 20,
o+10;"AB";AT 10,o;"AB";AT 10,o+2
0;"AB"
9565 PAPER 7: INK 0
9566 PRINT AT 2,o+10;"FX";AT 2,o
+16;"WW"
9567 PRINT AT 10,6;"MX";AT 10,22
+o;"LX";AT 16,6;"EC"
9568 PRINT AT 19,o+10;"KX"
9570 PRINT AT 1,o+4;"??";AT 20,o
+6;"??";AT 12,o+20;"??"
9575 PAPER 0: INK 7
9580 PRINT AT 1,o+20;"GJ";AT 20,
o+20;"GO";AT 16,o+20;"TX";AT 20,
o+12;"TX"
9655 PAPER 2: INK 7
9660 PRINT AT 1,o+2;"ST";AT 1,o+
6;"FS";AT 1,o+8;"TS"
9665 PAPER 6: INK 0
9670 PRINT AT 1,o+12;"LS";AT 1,o
+14;"CS";AT 1,o+18;"PY"
9755 PAPER 5: INK 0
9760 PRINT AT 20,o+2;"PR";AT 20,
o+4;"ER";AT 20,o+8;"AI"
9765 PAPER 4: BRIGHT 1:: INK 7
9770 PRINT AT 20,o+14;"WR";AT 20
,o+18;"KR"
9855 PAPER 0: BRIGHT 0: INK 7
9860 PRINT AT 2,o;"VS";AT 4,o;"M
S";AT 8,o;"BW"
9865 PAPER 3: INK 7
9885 PRINT AT 12,o;"NA";AT 14,o;
"WH";AT 18,o;"PM"
9900 PAPER 4: INK 7
9902 PRINT AT 2,o+20;"RS";AT 4,o
+20;"OS";AT 8,o+20;"BS"
9904 PAPER 1: INK 7
9908 PRINT AT 14,o+20;"PL";AT 18
,o+20;"MF"
9910 PAPER 7: INK 0
9912 PLOT o*8+31,144
9914 DRAW 65,0: DRAW 0,-25: DRAW
 -65,0: DRAW 0,25
9916 PLOT o*8+119,144
9918 DRAW 25,0: DRAW 0,-25: DRAW
 -25,0: DRAW 0,25
9920 PLOT o*8+144,31
9930 DRAW -65,0: DRAW 0,25: DRAW
 65,0: DRAW 0,-25
9934 PLOT o*8+56,31
9936 DRAW -25,0: DRAW 0,25: DRAW
 25,0: DRAW 0,-25
9940 PRINT AT 5,o+5;"CHEST"
9945 PRINT AT 16,o+11;"CHANCE"
9999 RETURN
```


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BY ANDREW SMITH

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```
71 POKE 752,1:DIF=1:POKE 632,4:POKE 5327
7,0:MT=0:WY=85:LI=3:FLPO=35:LVFG=39:PI=7
7:EC=135
72 FLTP=INT(9*RND(0)+4)
80 GRAPHICS 1+16:SETCOLOR 4,0,0:POSITION
 5,8:? #6;"RISING DAMP":POSITION 1,2:? #
6;"dif=";DIF
81 POSITION 1,13:? #6;"select your level
 &":POSITION 5,15:? #6;"press start"
83 IF PEEK(53279)=5 THEN SOUND 0,180,10,
7:DIF=DIF+1:POSITION 1,2:? #6;"dif=";DIF
:POSITION 6,2:? #6;" "
84 FOR I=1 TO 200:NEXT I:SOUND 0,0,0,0:I
F DIF>9 THEN DIF=1
85 IF PEEK(53279)=6 THEN SOUND 0,DIF*8,1
0,8:FOR H=1 TO 50:NEXT H:SOUND 0,0,0,0:G
OTO 100
90 GOTO 83
100 GRAPHICS 7+16:POKE 712,120:POKE 708,
222:POKE 709,63:POKE 710,148:I=PEEK(106)
-24:POKE 54279,I:PMBAS=I*256
110 GOSUB 2050:FOR Q=PMBAS+384 TO PMBAS+
1023:POKE Q,0:NEXT Q
135 POKE 704,0:POKE 705,78:POKE 706,58:P
OKE 707,184:X=160:Y=8:Y1=93:X1=182:POKE
559,46:POKE 53277,3:WTF=10
136 POKE 53248,X:POKE 53249,X:POKE 53250
,X:LVP3=2:FOR Q=0 TO 19:READ A:POKE PMBA
S+512+Y+Q,A:NEXT Q
150 DATA 60,126,255,60,0,102,255,102,0,0
,0,0,129,255,126,0,129,255,126,0
160 FOR S=0 TO 19:READ A:POKE PMBAS+640+
Y+S,A:NEXT S
185 DATA 0,0,0,195,255,153,0,153,255,189
,129,255,126,0,0,0,0,0,0,0
190 FOR T=0 TO 19:READ A:POKE PMBAS+768+
Y+T,A:NEXT T
210 DATA 0,0,0,0,0,0,0,0,0,66,126,0,0,0,
129,255,126,0,129,255
220 FOR D=0 TO 8:READ A:POKE PMBAS+896+Y
1+D,A:NEXT D
224 DATA 25,25,255,255,188,60,102,66,195
```

Illustration: Terry Rogers

RISING DAMP

➔

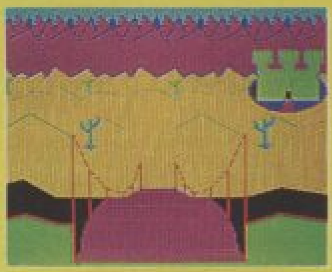
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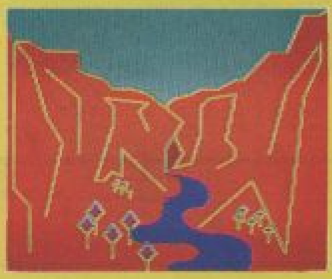
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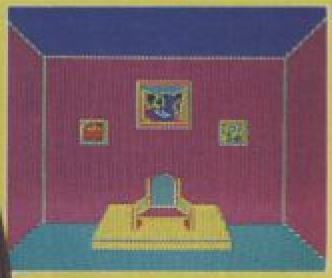
















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```
226 POKE 53251,X1:POKE 53259,1:POKE PMBA
S+384,1:POKE 53260,255:GOSUB 2030:POKE 6
23,39:GOSUB 890:GOSUB 1954
249 POKE 53278,0
250 A=STICK(0):SOUND 0,0,0,0:IF GR=1 THE
N 251:SOUND 2,0,0,0
251 IF ST=1 THEN 255
252 IF A=14 AND LVE=2 AND X1>170 AND X1<
182 THEN GOSUB 2600
255 IF A=7 THEN X1=X1+6:POKE 53251,X1:IF
 X1>=185 AND STRIG(0)=0 THEN GOSUB 298:X
1=185
256 IF X1>=185 THEN X1=185
257 IF PEEK(53263)<>0 THEN GOTO 2550
258 IF A=11 THEN X1=X1-6:POKE 53251,X1:I
F X1<=62 AND STRIG(0)=0 THEN GOSUB 304:X
1=62
259 IF X1<=62 THEN X1=62
260 IF X1<=66 OR X1>=184 THEN 265
261 IF GP=1 AND LVE=2 AND X1>=174 THEN G
OSUB 280
262 IF GP=1 THEN GOTO 265
264 IF PEEK(53255)=1 THEN GOSUB 270
265 IF GR=1 THEN RETURN
267 ON O GOSUB 350,380:GOTO 250
270 IF LVE<>LVP3 OR X1>(PI+5) OR X1<(PI-
5) THEN RETURN
273 POKE 707,15
274 COLOR 0:PLOT FLPO,LVFG:DRAWTO FLPO,(
LVFG-16):FLPO=FLPO+30:PI=PI+30:FOR I=1 T
O 5:SOUND 0,I*50,10,8:NEXT I
275 GOSUB 1140:GP=1
276 IF PI>167 THEN LVFG=LVFG+23:PI=77:LV
P3=LVP3-1:FLPO=35
277 SOUND 0,0,0,0:RETURN
280 COLOR 3:PLOT EC,39:DRAWTO EC,23:EC=E
C+1:SC=SC+10:SOUND 0,EC/2,10,8:FLC=FLC+1
:POKE 707,184:GP=0:RETURN
298 LVE=LVE+1:IF LVE>2 THEN LVE=2:RETURN

299 FOR Q=1 TO 23+MT:SOUND 0,75-Q,10,8:B
=USR(UP,PMBAS+895+Y1):Y1=Y1-1:NEXT Q:SOU
ND 0,0,0,0:RETURN
304 LVE=LVE-1:IF LVE<0 THEN LVE=0:RETURN

305 FOR Q=1 TO 23+MT:SOUND 0,40+Q,10,8:B
=USR(DOWN,PMBAS+895+Y1):Y1=Y1+1:NEXT Q:S
OUND 0,0,0,0
306 IF LVE=0 AND QD=1 OR LVE=1 AND QD=2
THEN GOSUB 1950
307 RETURN
350 X=X+DIF:IF X>=TAR OR X>=200 THEN X=T
AR:GOSUB 1010:GOSUB 890:RETURN
360 POKE 53248,X:POKE 53249,X:POKE 53250
,X:RETURN
380 X=X-DIF:IF X<=TAR OR X<=50 THEN X=TA
R:GOSUB 1010:GOSUB 890:RETURN
390 POKE 53248,X:POKE 53249,X:POKE 53250
,X:RETURN
890 TAR=INT(150*RND(0)+50):IF TAR>X THEN
 O=1:GOTO 899
895 O=2
899 RETURN
1010 BDR=INT(2*RND(0)+1):IF BDR=2 THEN Y
M=Y+21:GOTO 1100
1012 SOUND 2,0,0,0:RETURN
1100 POKE 53278,0:POKE PMBAS+384+YM,0:YM
=YM+DIF:SOUND 2,YM,10,7:POKE PMBAS+384+Y
M-DIF,0
1112 POKE 53252,X:POKE PMBAS+384+YM,1:GR
=1:GOSUB 250
1125 IF PEEK(53256)<>0 THEN GOSUB 1140:P
OKE 53278,0:POKE PMBAS+384+YM,0:GR=0:SOU
ND 2,0,0,0:RETURN
1126 IF YM>=WY+13 THEN POKE PMBAS+384+YM
,0:GR=0:SOUND 2,0,0,0:GOSUB 1151:RETURN
1130 GOTO 1100
```

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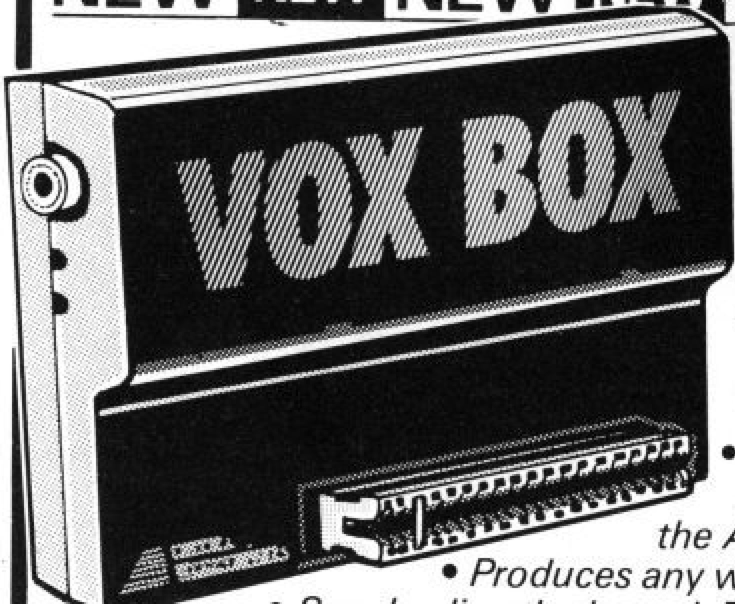
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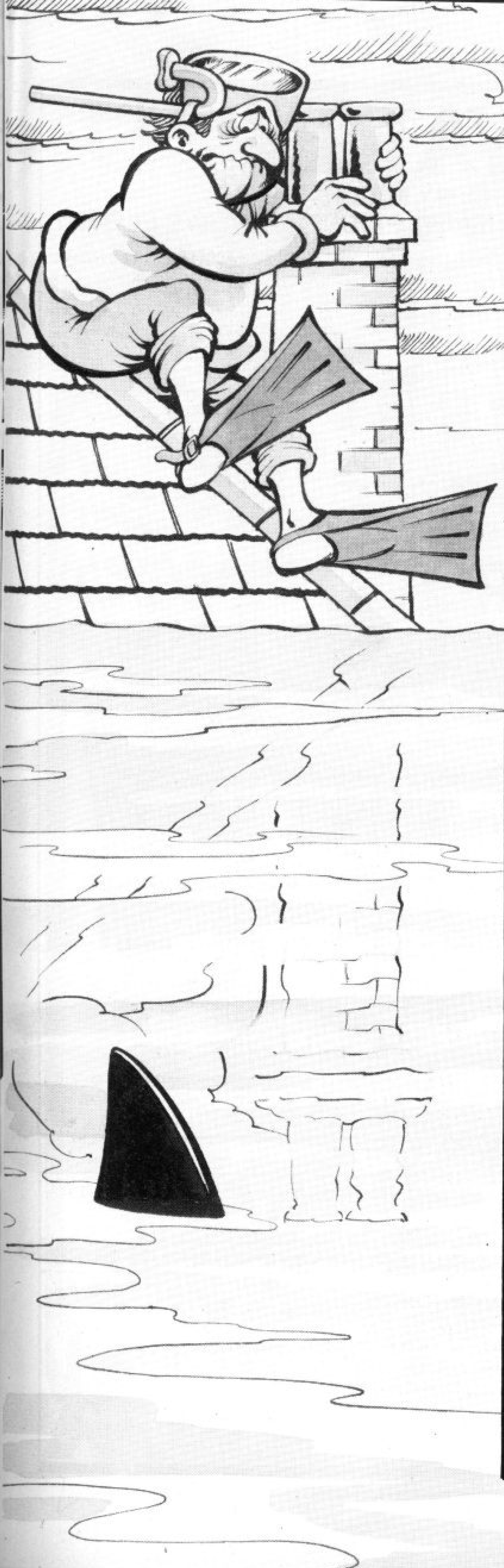
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```
1140 SOUND 0,100,10,8:SOUND 1,255,10,8:S
C=SC+5+DIF+(LVE*5):SOUND 0,0,0,0
1142 SOUND 1,0,0,0:RETURN
1151 WTC=WTC+1:IF WTC=WTF THEN GOSUB 116
0
1155 RETURN
1160 SOUND 0,0,0,8:SOUND 1,35,0,8:COLOR
3:FOR XP=30 TO 159:PLOT XP,WY:DRAWTO XP-
10,(WY-5):DRAWTO XP-30,(WY-10)
1161 NEXT XP:FOR I=WY TO WY-12 STEP -1:P
LOT 0,I:DRAWTO 159,I:NEXT I:WY=WY-23
1162 WTC=0:FOR I=8 TO 0 STEP -1:FOR U=1
TO 50:SOUND 0,0,0,I:SOUND 1,35,0,I:NEXT
U:NEXT I:QD=QD+1:IF QD=3 THEN 2000
1164 IF LVE=0 OR LVE=1 AND QD>=2 THEN GO
SUB 1950
1165 RETURN
1950 LI=LI-1:IF LI=0 THEN 2000
1952 SOUND 2,0,0,0:FOR U=1 TO 200:SOUND
0,100*U,10,8:SOUND 3,155+U,10,7:NEXT U:S
OUND 0,0,0,0:GOSUB 298
1953 SOUND 3,0,0,0:RESTORE 2530:FOR I=1
TO 150:NEXT I
1954 FOR I=1 TO 5:READ SO:SOUND 3,SO,10,
8:FOR U=1 TO 39:NEXT U:NEXT I:SOUND 3,0,
0,0:RETURN
2000 POKE 623,4:POKE 53277,0:GRAPHICS 1+
16:POSITION 2,7:? #6;"you scored ";SC:FO
R I=0 TO 3:SOUND I,0,0,0:NEXT I
2001 GOTO 2001
2030 DIM UPCODE$(21):UP=ADR(UPCODE$)
2031 FOR I=UP TO UP+20:READ B:POKE I,B:N
EXT I
2034 DATA 104,104,133,204,104,133,203
2035 DATA 160,1,177,203,136,145,203
2036 DATA 200,200,192,11,208,245,96
2037 DIM DOWNCODE$(21):DOWN=ADR(DOWNCODE
$)
2038 FOR I=DOWN TO DOWN+20:READ B:POKE I
,B:NEXT I:RETURN
2041 DATA 104,104,133,204,104,133,203
2042 DATA 160,10,177,203,200,145,203
2043 DATA 136,136,192,255,208,245,96
2050 COLOR 3:FOR I=0 TO 5:PLOT I,17:DRAW
TO I,90:NEXT I
2115 COLOR 1:FOR I=86 TO 90:PLOT 0,I:DRA
WTO 159,I:NEXT I:FOR I=63 TO 66:PLOT 0,I
:DRAWTO 159,I:NEXT I
2116 FOR I=12 TO 17:PLOT 0,I:DRAWTO 159,
I:NEXT I:FOR I=40 TO 43:PLOT 0,I:DRAWTO
159,I:NEXT I:COLOR 2
2119 PLOT 159,90:DRAWTO 159,23:PLOT 154,
90:DRAWTO 154,23:FOR I=90 TO 30 STEP -5:
PLOT 154,I:DRAWTO 159,I:NEXT I
2120 FOR I=8 TO 22:PLOT I,20:DRAWTO I,81
:NEXT I
2122 COLOR 1:PLOT 5,15:DRAWTO 5,90
2123 FOR I=35 TO 125 STEP 30:COLOR 1:PLO
T I,17:DRAWTO I,90:NEXT I
2124 COLOR 0:FOR I=12 TO 17:PLOT 135,I:D
RAWTO 147,I:NEXT I:RETURN
2530 DATA 91,96,108,114,108
2550 FOR I=1 TO 50:FOR U=0 TO 3:POKE 712
,PEEK(53770):SOUND U,PEEK(53770),10,10:N
EXT U:NEXT I:POKE 712,120
2553 FOR I=0 TO 3:SOUND I,0,0,0:NEXT I:P
OKE PMBAS+384+YM,0
2554 COLOR 0:FOR I=18 TO 39:PLOT 6,I:DRA
WTO 159,I:NEXT I:FOR I=44 TO 62:PLOT 6,I
:DRAWTO 159,I:NEXT I
2555 FOR I=67 TO 85:PLOT 6,I:DRAWTO 159,
I:NEXT I:COLOR 2:GOSUB 2119
2556 IF X1=182 THEN 2564
2557 IF X1<182 THEN 2560
2558 X1=X1-1:X=X-1:POKE 53248,X:POKE 532
```

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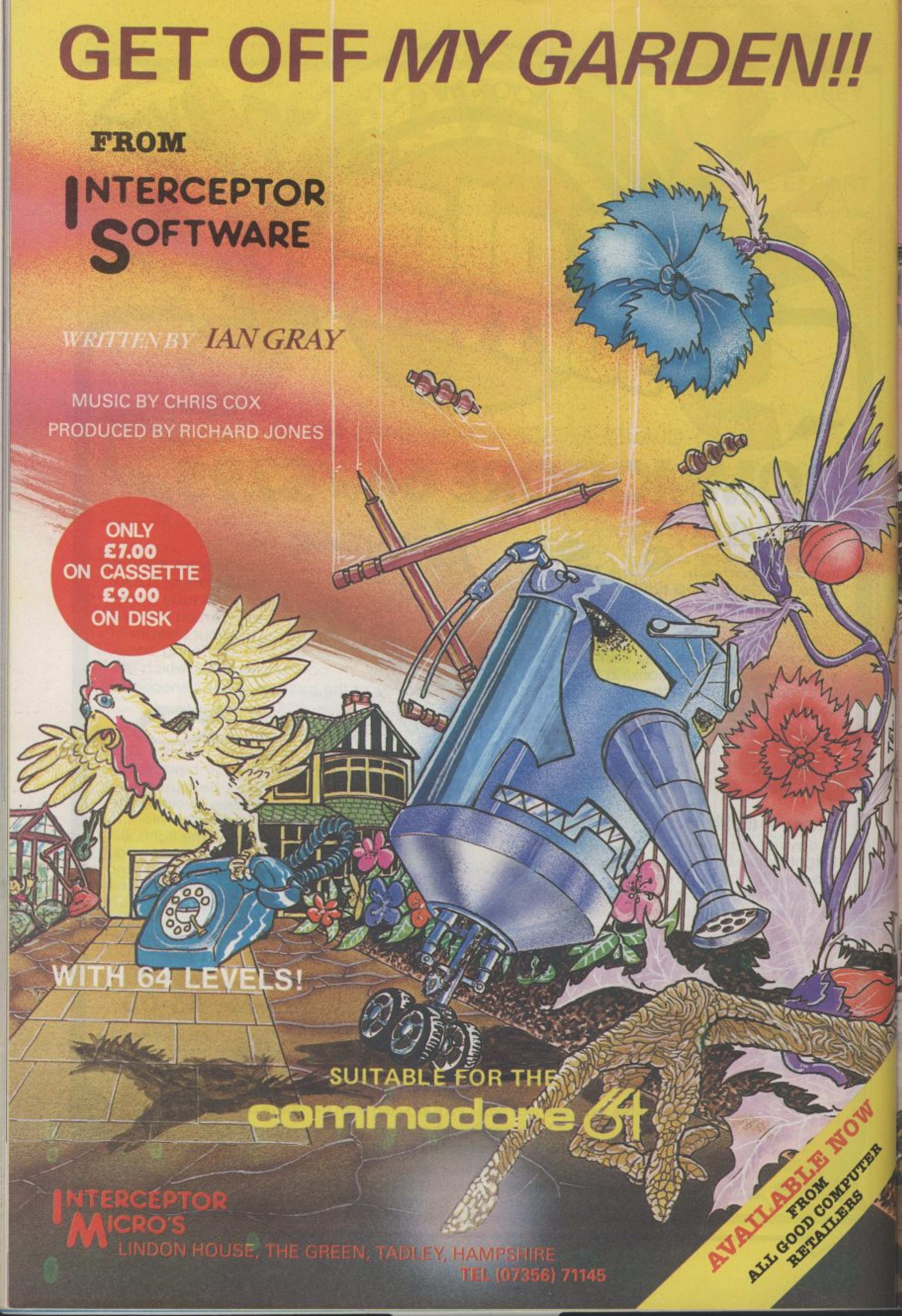
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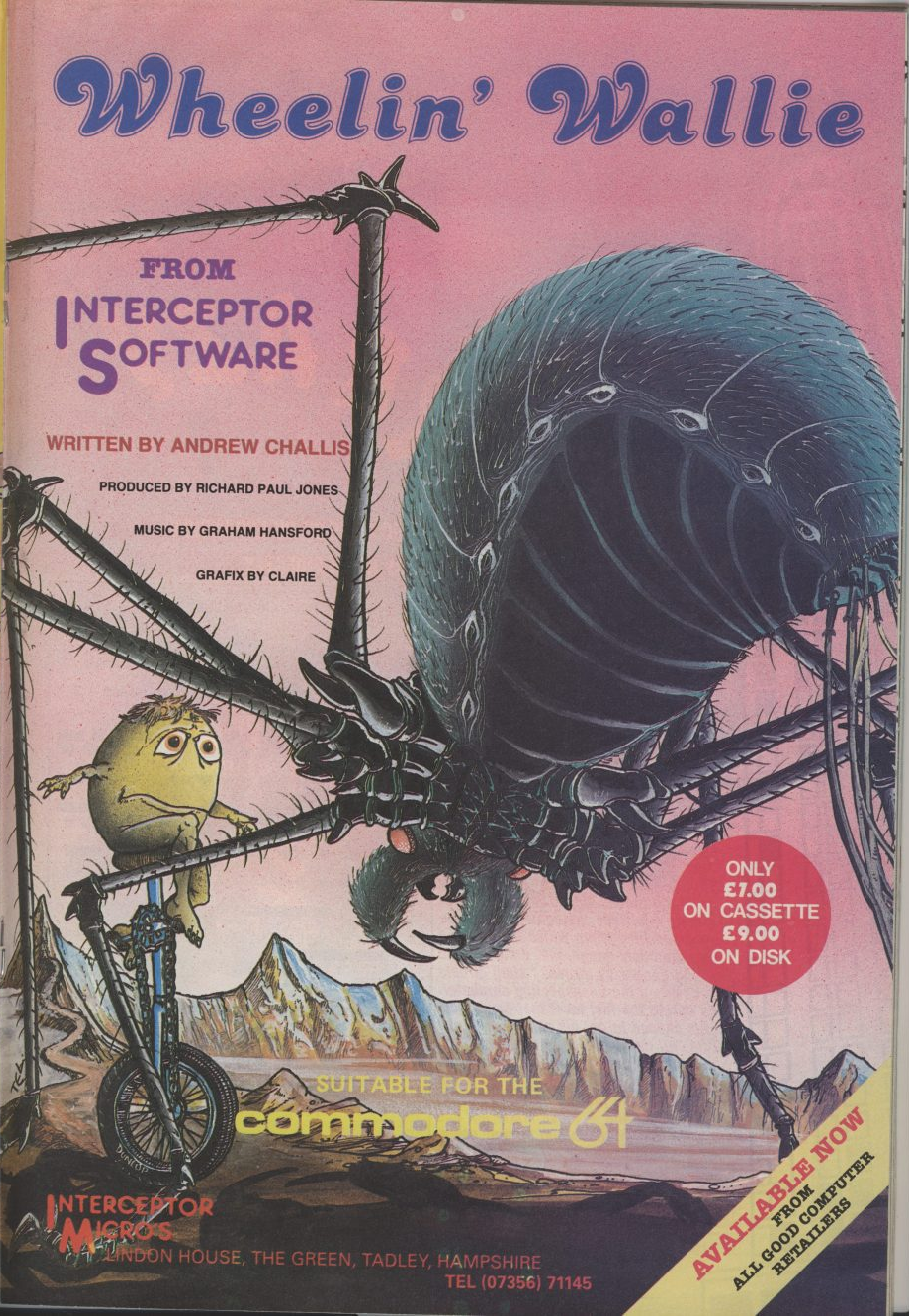
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KRAZY KONG

RUNS ON A VIC 20 PLUS 8K EXPANSION

BY KEITH PRIESTLY

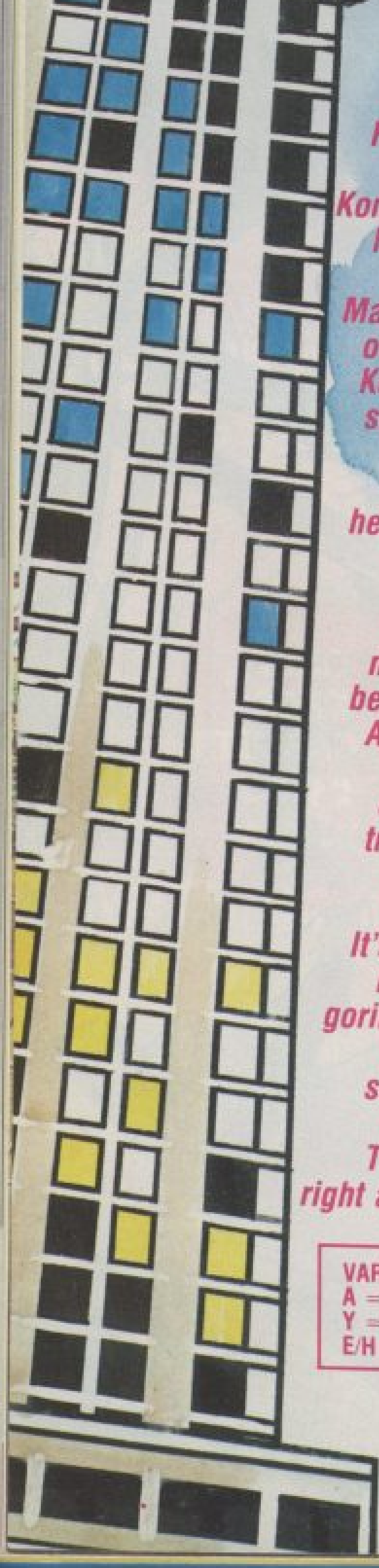
Poor old Mario, the fearless carpenter, meets up with his deadliest foe, the Kong beast, in yet another duel to rescue his kidnapped girlfriend and topple the hairy monster from his iron fortress. Mario must climb through the four levels of the Empire State before he can meet Kong face to face. The evil monkey will stop at nothing to delay the carpenter's progress. During the first level, the gorilla pelts flaming barrels at the helpless Mario whose only defence is to leap over the barrels and climb the ladders as fast as he can.

The conveyor belts are next and he'll need all his sprinting strength to avoid being swept off the side of the building. As Mario moves closer to the centre of Kong's fortress, he comes across the disused lift system which has become treacherously dangerous. Kong adds to the danger by throwing steel girders down on the unsuspecting carpenter. It's during the last level that Mario gets his chance to get his own back on the gorilla. All he has to do is remove all the rivets holding the girders together to send the monkey crashing to his death and save the life of his girlfriend.

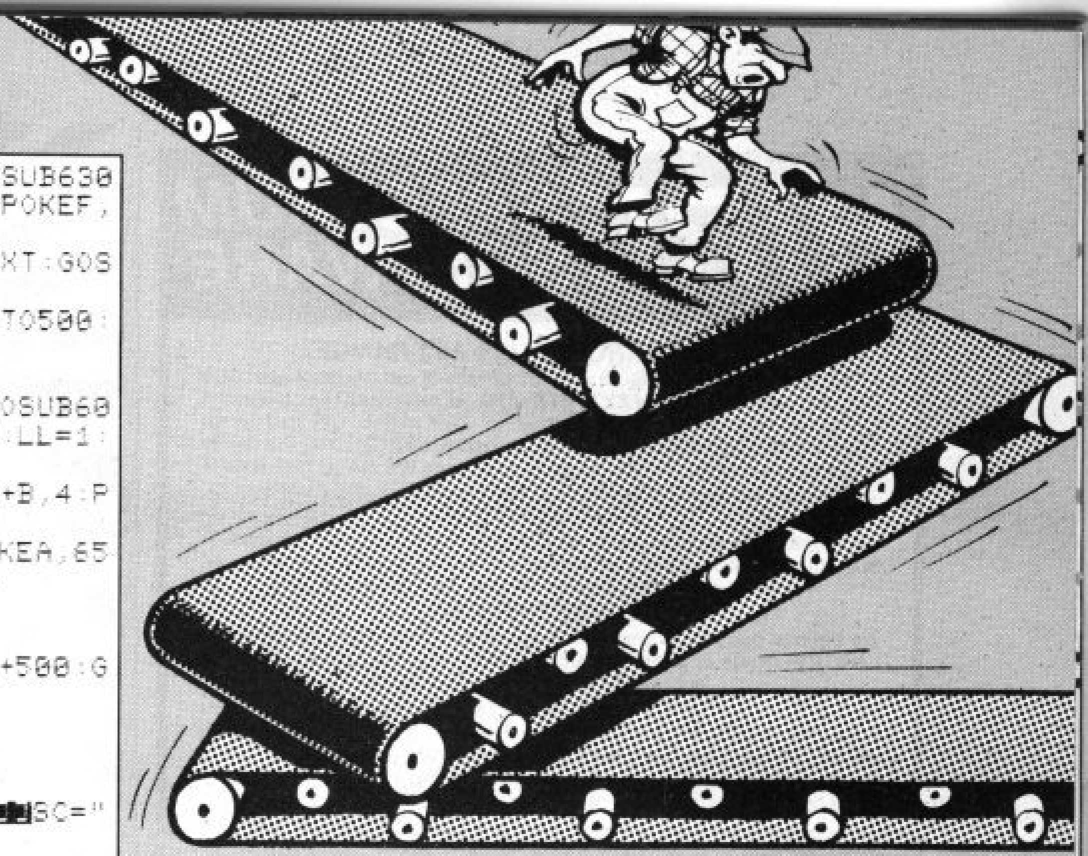
They keys: and = move Mario left and right and / and @ move him up and down.

VARIABLES

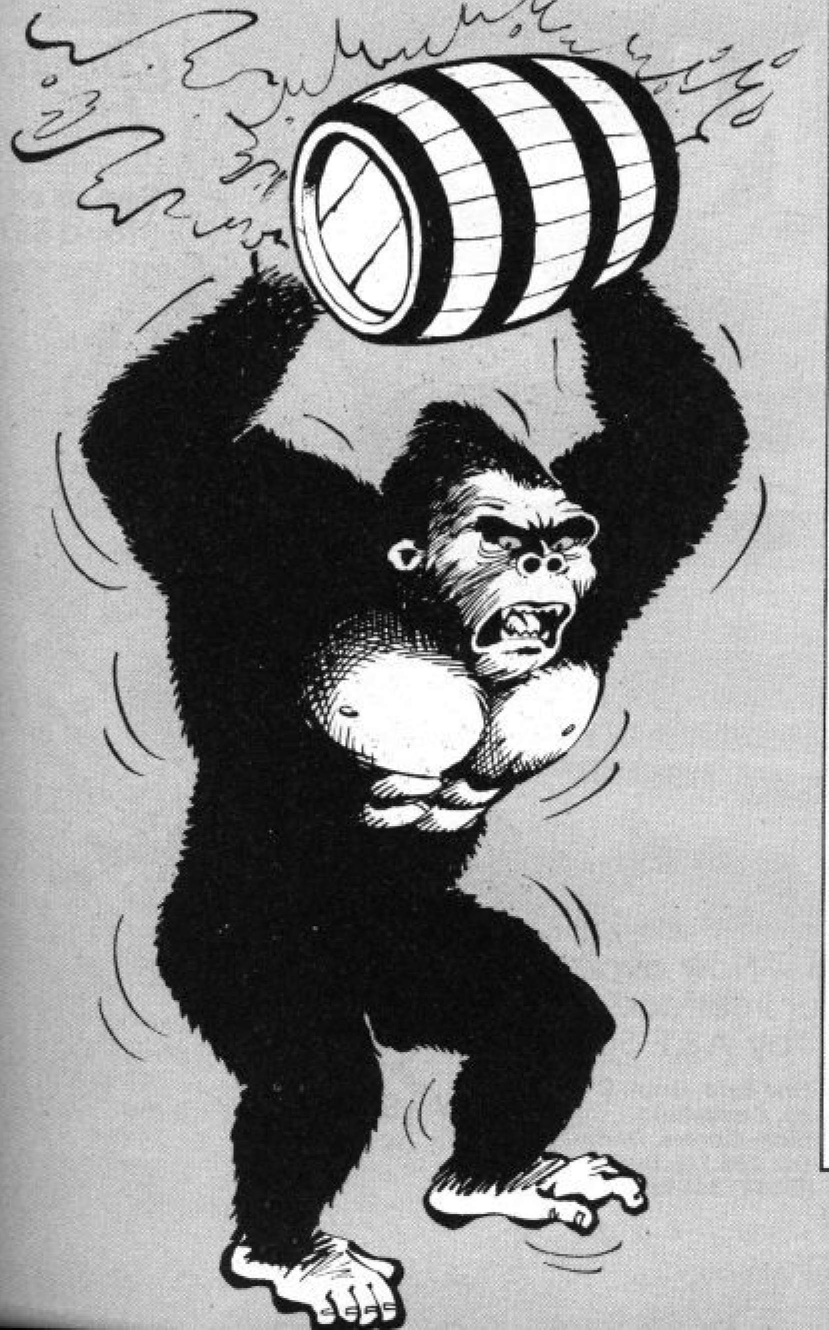
A = Mario's position	AS = Keyboard input
Y = Kong's position	SC = Score
E/H = The lift's movement	OP = level



```
0 PRINT"■":POKE36879,8:POKE650,255;B=337
92:BB=9:Q=3:QQ=244:S3=36876:POKE36878,15
:OP=1
1 SC=0:KY=3:SL=1:FB=1
2 Y=4141:FORT=1TO10:GOSUB63400:FORU=1TO2
:GOSUB4:NEXTU:PZ=-21:GOSUB63405:PZ=23:GO
SUB63400
3 FORU=1TO2:GOSUB4:NEXTU:GOSUB63405:NEXT
:GOTO11
4 POKE646,SL:SL=SL+1:IFSL=3THENSL=1
5 PRINT"■■■■■■■■■■ ■ ■  ■  ■  ■ ■ ■■
 ■■ ■ ■ ■ ■■ ■ ■ ■■  ■■  ■  ■■ ■
■■  "
6 PRINT"■■  ■■  ■■ ■ ■ ■■■■■ ■■■ ■■ ■
 ■■ ■ ■ ■   ■  "
7 PRINT"■■■■ ■ ■  ■  ■   ":PRINT"■■■
 ■■ ■ ■ ■ ■ ■ ":PRINT"■■■■  ■■ ■ ■ ■ ■
■ "
8 PRINT"■■■  ■■ ■ ■ ■ ■ ■ ■ ":PRINT"■■■
■■ ■  ■ ■ ■   ":GOSUB63500
9 PRINT"■■■ BY KEITH PRIESTLEY ":RETURN
10 RETURN
11 PRINT"■■■■■■■■■■LEVAL 1":PRINT"■YOU M
UST RUN ALONG THERAMPS AND UP THE "
12 PRINT"LADDERS WILE JUMPING ■OVER BARR
ALS.■■■■■■■■LEVAL 2"
13 PRINT"■YOU MUST RUN ALONG THERAMPS AN
D UP THE "
14 PRINT"LADDERS AND ON AND OFFTHE CONVA
YER BELTS.■■■■■■■■■■■■■■■LEVAL 3"
15 PRINT"■YOU MUST RUN ALONG THERAMPS AN
D UP THE "
16 PRINT"LADDERS AND ON AND OFFTHE LIFTS
.■■■■■LEVAL 4"
17 PRINT"■YOU MUST RUN ALONG THERAMPS AN
D UP THE "
18 PRINT"LADDERS KNOCKING OUT  THE ROOF
SUPPORTS.":PRINT"■ LEFT  = RIGHT  @ UP"
19 PRINT"/ DOWN  A JUMP":PRINT"■ PRESS
S TO START   □":FORT=1TO2000:GOSUB63500:
NEXT:RUN
20 GOSUB60000:POKE4150,32:GOSUB60004:GOS
UB60005:PRINT"■■■■■":FORT=1TO15:PRINT"■
■■■■■H":NEXT
```



```
21 Y=4433:GOSUB62995:FORT=1TO14:GOSUB630
00:IFPEEK(F+110)=244THENPOKEF+B,3:POKEF,
244
22 FORV=1TO100:NEXTV:GOSUB63005:NEXT:GOS
UB63000
23 POKE4150+B,4:POKE4150,65:FORT=1TO500:
NEXT:GOSUB9000
27 BB=9:Q=3:QQ=244
28 CC=1:C=4211:D=4210:GOSUB60000:GOSUB60
004:GOSUB60005:S=32:SS=1:NN=0:L=32:LL=1:
MM=0:E=0
29 A=4537:P=81:GOSUB60010:POKE4150+B,4:P
OKE4150,65:POKE198,0
30 POKEC+B,2:POKEC,81:POKEA+B,4:POKEA,65
:E=E+1:IFE>6THENPOKED+B,2:POKED,81
35 GOSUB59980
37 IFA<4211THENGOSUB60010
40 IFA<4196THENOP=2:GOSUB900:SC=SC+500:G
OSUB9000:GOTO500
45 IFC+SS=ATHENGOSUB55550
46 IFD+LL=ATHENGOSUB55550
47 IFPEEK(A+22)=32THENGOSUB55500
50 PRINT"■■■L="KY:PRINT"■■■■■■■■■■■■SC="
SC
65 GOSUB59998
70 IFPEEK(C+22)<>244ANDPEEK(C+132)=244TH
ENPOKEC,32:SS=22
71 IFPEEK(C+22)<>244ANDPEEK(C+132)=32THE
NPOKEC+B,1:S=8
72 IFPEEK(C+22)=244THENNN=NN+1:S=32
73 IFNN=14ORNN=27THENSS=-1
74 IFNN=20THENSS=1
75 IFPEEK(D+22)<>244ANDPEEK(D+132)=244TH
ENPOKED,32:LL=22
76 IFPEEK(D+22)<>244ANDPEEK(D+132)=32THE
NPOKED+B,1:L=8
77 IFPEEK(D+22)=244THENMM=MM+1:L=32
78 IFMM=21ORMM=34THENLL=-1
79 IFMM=27THENLL=1
80 IFC=4537THENPOKEC,32:C=4211:NN=1:SS=1
```



```
81 IFD=4537THENPOKED,32:D=4210:MM=7:LL=1
200 POKEC,S:POKEC+B,1:C=C+SS:IFE>6THENPO
KED,L:POKED+B,1:D=D+LL
205 GOTO30
500 P=83:PRINT"■":GOSUB60000:GOSUB60004:
GOSUB60005:GOSUB60010:SS=1:LL=-1:A=4537
505 C=4427:D=4429:E=4431:F=4336:G=4334:H
=4332:POKE4150+B,4:POKE4150,65
510 GOSUB60089
511 POKEC+B,7:POKEC,83:POKED+B,7:POKED,8
3:POKEE+B,7:POKEE,83:POKEF+B,7:POKEF,83
512 POKEG+B,7:POKEG,83:POKEH+B,7:POKEH,8
3
518 GOSUB59980:GOSUB59980
520 IFF=4317THENPOKEF,32:F=4337
521 IFG=4317THENPOKEG,32:G=4337
522 IFH=4317THENPOKEH,32:H=4337
523 IFC=4446THENPOKEC,32:C=4426
524 IFD=4446THENPOKED,32:D=4426
525 IFE=4446THENPOKEE,32:E=4426
530 GOSUB59998
532 IFPEEK(A+22)=32THENGOSUB55500
533 IFA<4196THENOP=3:GOSUB900:SC=SC+700:
GOSUB9000:GOTO1000
534 PRINT"■■■L="KY:PRINT"■■■■■■■■■■■■SC=
"SC
535 IFC+1=AORD+1=AORE+1=AORF-1=AORG-1=AO
RH-1=ATHENGOSUB55550
537 IFA<4211THENGOSUB60010
540 IFA>4316ANDA<4339THENPOKEA,32:A=A+LL
:GOSUB59980
541 IFA>4426ANDA<4447THENPOKEA,32:A=A+SS
:GOSUB59980
598 POKEC,32:POKED,32:POKEE,32:POKEF,32:
POKEG,32:POKEH,32:C=C+SS:D=D+SS:E=E+SS:F
=F+LL
599 G=G+LL:H=H+LL
600 GOTO510
900 Y=4120:GOSUB63405:Y=4125:GOSUB62995:
POKE4150,32
902 READKP:IFKP=-1THENPOKE33,0:RESTORE:R
ETURN
904 READPK:POKE33,KP:IFPK<>1700THENGOSUB
63000:
905 IFPK=1700THENGOSUB63005
906 FORT=1TOPK:NEXT:GOSUB63005:GOTO902
908 DATA225,750,231,550,235,1500,231,550
,235,550,236,1700,-1
999 END
1000 A=4537:P=81:PRINT"■":GOSUB4975:CC=1
:GOSUB60010:E=4563:H=4262:EE=-22:GG=22:G
OSUB60004
1001 GG=22:SD=0:CC=1:C=4211:D=4210:QI=1:
GM=1
1010 POKEA+B,4:POKEA,65:POKEC+B,2:POKEC,
81:SD=SD+1:IFSD>6THENPOKED+B,2:POKED,81
```

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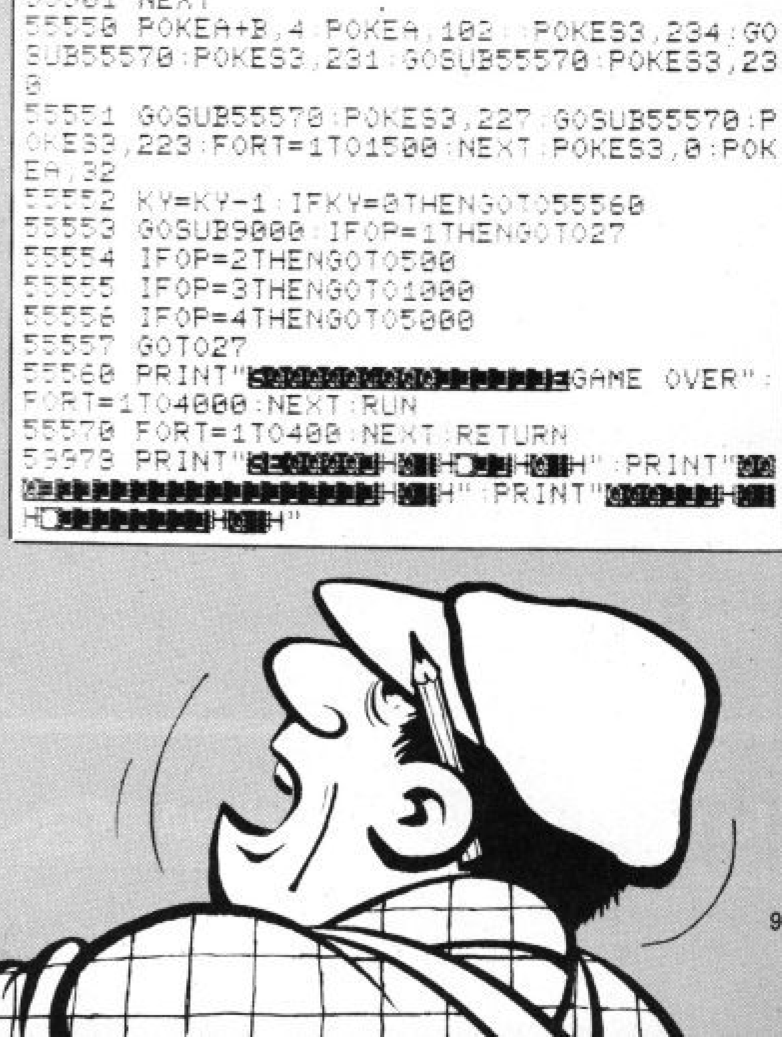
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```
1011 POKEE+B,1:POKEE,160:POKEE+1+B,1:POKEE+1,160:POKEH+B,1:POKEH,160:POKEH+1+B,1:POKEH+1,160
1014 IFPEEK(A+22)=32ORPEEK(A+22)=106ORPEEK(A+22)=116THENGOSUB55500
1015 GOSUB59980:IFA-22=CORA-22=DTHENGOTO55550
1016 IFPEEK(C+22)=32THENQI=44
1017 IFPEEK(D+22)=32THENGM=44
1018 IFPEEK(C+44)=244ANDQI=44THENPOKEC,32:C=4211:QI=1
1019 IFPEEK(D+44)=244ANDGM=44THENPOKED,32:D=4210:GM=1
1021 IFE=4255THENPOKEE,32:POKEE+1,32:E=4563
1031 IFH=4570THENPOKEH,32:POKEH+1,32:H=4262
1032 IFA+22=EORA+22=E+1THENPOKEA,32:A=A+EE
1033 IFA+22=HORA+22=H+1THENPOKEA,32:A=A+GG
1040 IFC+QI=AORD+GM=ATHENGOTO55550
1045 IFA<4196THENOP=4:GOSUB900:SC=SC+900:GOSUB9000:GOTO5000
1047 PRINT"L="KY:PRINT"SC="SC
1050 GOSUB4975:GOSUB60004
1060 IFA<4211THENGOSUB60010
1995 POKEE,32:POKEE+1,32:POKEH,32:POKEH+1,32:E=E+EE:H=H+GG:POKEC,32:C=C+QI
1996 IFSD>6THENPOKED,32:D=D+GM
2000 GOTO1010
4975 PRINT"":PRINT"|||||||||||| "
4976 FORT=1TO4:PRINT"":NEXT
4977 PRINT"":FORT=1TO4:PRINT""
4978 NEXT:PRINT"|| ":FORT=1TO4
4979 PRINT" ":NEXT:PRINT"|| ":PRINT"||| "
4980 PRINT"||| ||| ":RETURN
5000 BB=1:CC=9:PRINT"":Q=7:QQ=160:GOSUB60000:GOSUB60005:GOSUB60010:P=88:SS=-1:LL=1:OP=4
5005 A=4537:C=4336:D=4427:POKE4142+B,4:POKE4142,65:HH=0
5010 POKEA+B,4:POKEA,65:POKEC+B,7:POKEC,88:POKED+B,7:POKED,88
5030 GOSUB59970
5031 :GOSUB59980
5035 IFPEEK(A+22)=32THENGOSUB55500
5037 IFA<4221THENGOSUB60010
5040 IFPEEK(A+23)=160ANDLK=1THENPOKEA+23,32:HH=HH+1
5041 IFPEEK(A+21)=160ANDLK=2THENPOKEA+21,32:HH=HH+1
5042 IFHH=8THENHH=0:SC=SC+1000:GOTO7000
5043 PRINT"L="KY:PRINT"SC="SC
5045 IFC+LL=AORD+SS=ATHENGOSUB55550
5050 IFPEEK(C+23)=32THENLL=-1
5051 IFPEEK(C+21)=32THENLL=1
5052 IFPEEK(D+23)=32THENSS=-1
5053 IFPEEK(D+21)=32THENSS=1
5895 POKEC,32:POKED,32:C=C+LL:D=D+SS
5900 GOTO5010
6010 Y=Y-22:C=C-22:D=D-22:E=E-22:F=F-22:RETURN
7000 PRINT"":GOSUB60000:GOSUB60010:TY=200:A=4143:GOSUB60089:PRINT"L="KY:PRINT"SC="SC
7001 :PRINT"":FORT=1TO3:PRINT"||||||| ":NEXT
7002 PRINT"":FORT=1TO12:PRINT"         ":NEXT:FORT=1TO700:NEXT:POKE4142+B,4
7004 POKE4142,65:Y=4128:GOSUB63405
7005 PRINT"":FORT=1TO13:PRINT"   ":POKES3,TY:TY=TY-3
7007 FORY=1TO50:NEXTY:PRINT"":NEXT
7008 PRINT"   ":POKES3,0:POKE36877,200:FORT=15TO0STEP-1
7009 POKE36878,T:FORY=1TO120:NEXTY:NEXT:POKE36877,0:POKE36878,15
7010 IFKY<4ANDFB=1THENKY=KY+1:FB=2
7011 FORT=1TO1000:NEXT:PRINT"":OP=1:GOSUB9000:GOTO27
9000 PRINT"LEVAL"OP:Y=4282:GOSUB63400
9001 PRINT"L="KY:PRINT"SC="SC
9002 FORT=1TO2000:NEXT:PRINT"":POKE198,0:RETURN
55500 FORT=1TO23:POKEA,32:A=A+22:GOSUB60089:IFPEEK(A+22)<>32THENGOSUB55550
55501 NEXT
55550 POKEA+B,4:POKEA,102::POKES3,234:GOSUB55570:POKES3,231:GOSUB55570:POKES3,230
55551 GOSUB55570:POKES3,227:GOSUB55570:POKES3,223:FORT=1TO1500:NEXT:POKES3,0:POKEA,32
55552 KY=KY-1:IFKY=0THENGOTO55560
55553 GOSUB9000:IFOP=1THENGOTO27
55554 IFOP=2THENGOTO500
55555 IFOP=3THENGOTO1000
55556 IFOP=4THENGOTO5000
55557 GOTO27
55560 PRINT"GAME OVER":FORT=1TO4000:NEXT:RUN
55570 FORT=1TO400:NEXT:RETURN
59973 PRINT"":PRINT"":PRINT""
```



```
59979 RETURN
59980 GETA$:IFA$=" "THEN59980
59981 IFA$=":"THENLK=1:GOSUB60020
59982 IFA$="="THENLK=2:GOSUB60030
59984 IFA$="@"THENGOSUB60040
59985 IFA$="/"THENGOSUB60050
59986 IFA$="A"THENGOSUB60060
59988 RETURN
59990 PRINT"■■■■■■■■■■■■■■H■■H■■H":PRINT"
■■■■■■■■■■■■■■■■■■H■■H":PRINT"■■■■■H
■■H■■■■■■■■■■H"
59999 PRINT"■■■■■■■■■■■■■■■■■■■■■■■H■■H":
RETURN
60000 PRINTTAB(BB)"■■■■|||■■■H■■■■■H■■H■
■■■■H■■H":PRINT"■■■||||■|||||||■|■■H■
■|"
60001 FORT=1TO4:PRINT"■■■■■■■■■■■■■■■■■■■
■H":NEXT:PRINT"■■■||■■H■■|||■||||■■H■■||
■||||"
60002 FORT=1TO4:PRINT"■■■■H■■■■■■■■■■H":NE
XT:PRINT"■■■||||■|||||||■||■■H■■|"
60003 FORT=1TO4:PRINT"■■■■■■■■■■■■■■■■■■■
■■H":NEXT:PRINT"■■■||||■|||||||■||||"
:RETURN
60004 PRINT"■":FORT=1TO6:PRINT"■■■■■■■■H
■H■":NEXT:RETURN
60005 POKE4234+B,Q:POKE4234,QQ:POKE4243+
B,Q:POKE4243,QQ:POKE4344+B,Q:POKE4344,QQ
60006 POKE4353+B,Q:POKE4353,QQ:POKE4454+
B,Q:POKE4454,QQ:POKE4463+B,Q:POKE4463,QQ
60007 POKE4564+B,Q:POKE4564,QQ:POKE4573+
B,Q:POKE4573,QQ:RETURN
60010 PRINT"■■"TAB(CC)"■■■ ■■■    ■■■ ■■■
    ■■■■ ■ ":RETURN
60020 IFPEEK(A+22)=8ANDPEEK(A-22)=8ORPEE
K(A-1)=244ORPEEK(A-22)=244THENRETURN
60022 POKEA,32:A=A-1:GOSUB60089:RETURN
60030 IFPEEK(A+22)=8ANDPEEK(A-22)=8ORPEE
K(A-1)=244ORPEEK(A-22)=244THENRETURN
60032 POKEA,32:A=A+1:GOSUB60089:RETURN
60040 IFPEEK(A-22)<>8ANDPEEK(A-1)<>244TH
ENRETURN
60041 POKEA+B,1:POKEA,8:A=A-22:GOSUB6008
9:RETURN
60050 IFPEEK(A+22)<>8THENRETURN
60051 IFPEEK(A+21)=244THENPOKEA,32:A=A+2
2:RETURN
60052 POKEA,8:POKEA+B,1:A=A+22:GOSUB6008
9:RETURN
60060 IFPEEK(A+22)=8ANDPEEK(A-22)=8ORPEE
K(A+22)=8ANDPEEK(A+1)=244ORPEEK(A-22)=24
4THENRETURN
60062 IFLK=1THENBP=-23:PB=21:GOSUB60070
60063 IFLK=2THENBP=-21:PB=23:GOSUB60070
60064 RETURN
60070 POKEA,32:A=A+BP:POKEA+B,4:POKEA,65
:GOSUB60079:IFPEEK(A+PB)=PTHENGOSUB55550
60072 IFPEEK(A+22)=244THENRETURN
60073 POKEA,32:A=A+PB:GOSUB60089:RETURN
60079 FORT=1TO200:NEXT:RETURN
60089 POKEA+B,4:POKEA,65:RETURN
62995 C=Y+22:D=C+22:E=D+22:F=E+22:RETURN
63000 POKEY+B,2:POKEY,160:POKEY-1+B,1:PO
KEY-1,8:POKEY+1+B,1:POKEY+1,8:POKEC+B,2
63001 POKEC,160:POKEC-1+B,2:POKEC-1,160:
POKEC+1+B,2:POKEC+1,160:POKED+B,2
63002 POKED,160:POKED-1+B,1:POKED-1,8:PO
KED+1+B,1:POKED+1,8:POKEE+B,2
63003 POKEE,160:POKEE-1+B,2:POKEE-1,160:
POKEE+1+B,2:POKEE+1,160:POKEF-1+B,2
63004 POKEF-1,160:POKEF+1+B,2:POKEF+1,16
0:RETURN
63005 POKEY,32:POKEC,32:POKEC-1+B,1:POKE
C-1,8:POKEC+1+B,1:POKEC+1,8:POKED,32
63006 POKEE,32:POKEE-1+B,1:POKEE-1,8:POK
EE+1+B,1:POKEE+1,8: POKEF-1+B,1:POKEF-1,
8
63007 POKEF+1+B,1:POKEF+1,8
63010 IFY<4110THENY=Y+22
63011 IFC<4110THENC=C+22
63012 IFD<4110THEND=D+22
63013 IFE<4110THENE=E+22
63014 IFF<4110THENF=F+22
63015 Y=Y-22:C=C-22:D=D-22:E=E-22:F=F-22
63020 U=4110:IFY<UANDC<UANDD<UANDE<UANDF
<UTHENPOKEY,32:POKEY-1+B,1:POKEY-1,8:POK
EY+1+B,1:POKEY+1,8
63025 RETURN
63400 POKEY+B,2:POKEY,160:POKEY+22+B,2
63401 POKEY+22,160:POKEY+21+B,2:POKEY+21
,160:POKEY+23+B,2:POKEY+23,160:POKEY+44+
B,2
63402 POKEY+44,160:POKEY+66+B,2
63403 POKEY+66,160:POKEY+65+B,2:POKEY+65
,160:POKEY+67+B,2:POKEY+67,160:POKEY+87+
B,2
63404 POKEY+87,160:POKEY+89+B,2:POKEY+89
,160:RETURN
63405 POKEY,32:POKEY+22,32:POKEY+21,32:P
OKEY+23,32:POKEY+44,32:POKEY+66,32:POKEY
+65,32
63406 POKEY+67,32:POKEY+87,32:POKEY+89,3
2:Y=Y+PZ:RETURN
63500 GETA$:IFA$="S"THENPRINT"■":PZ=-22:
GOTO20
63501 RETURN
```




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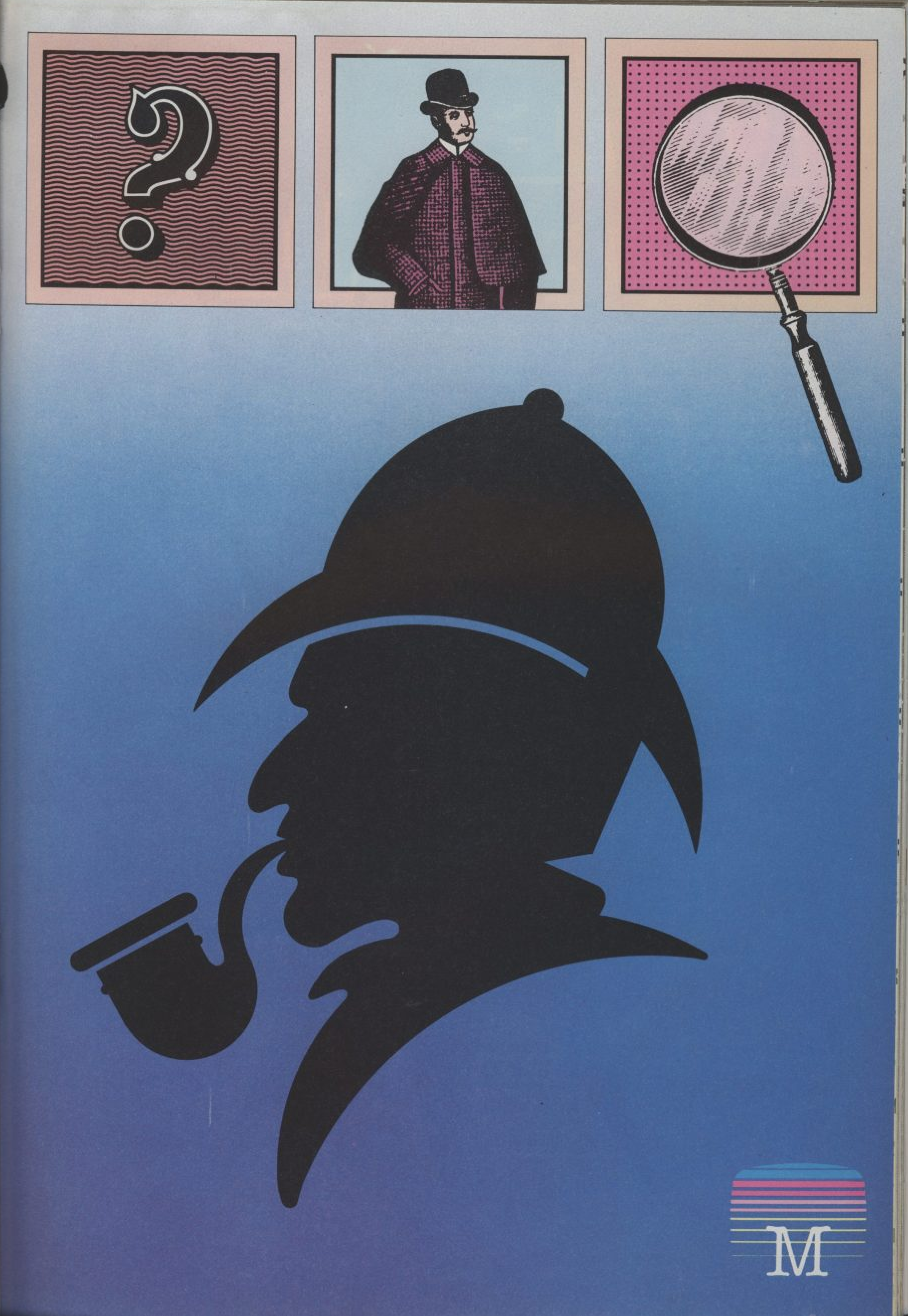
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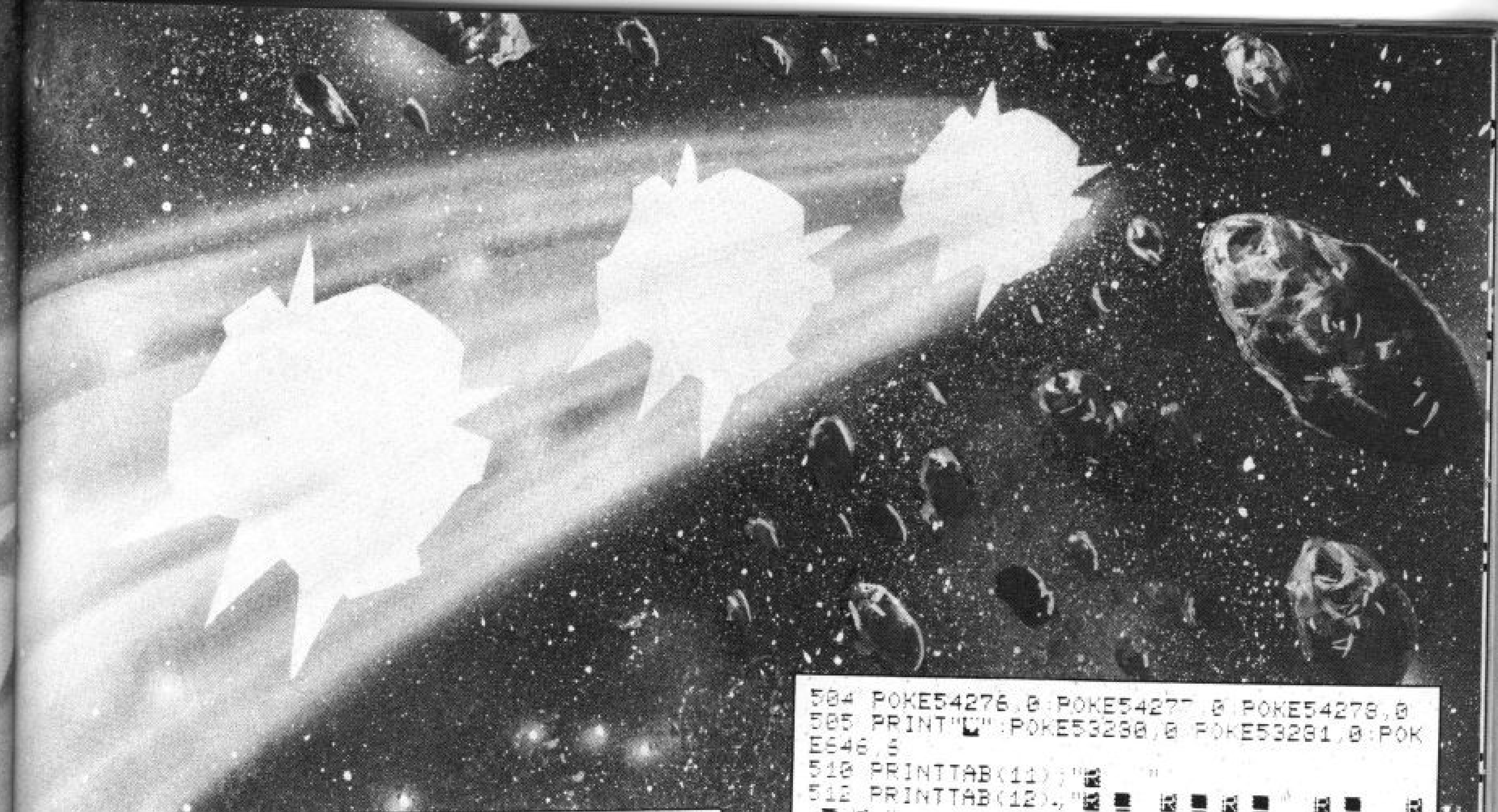
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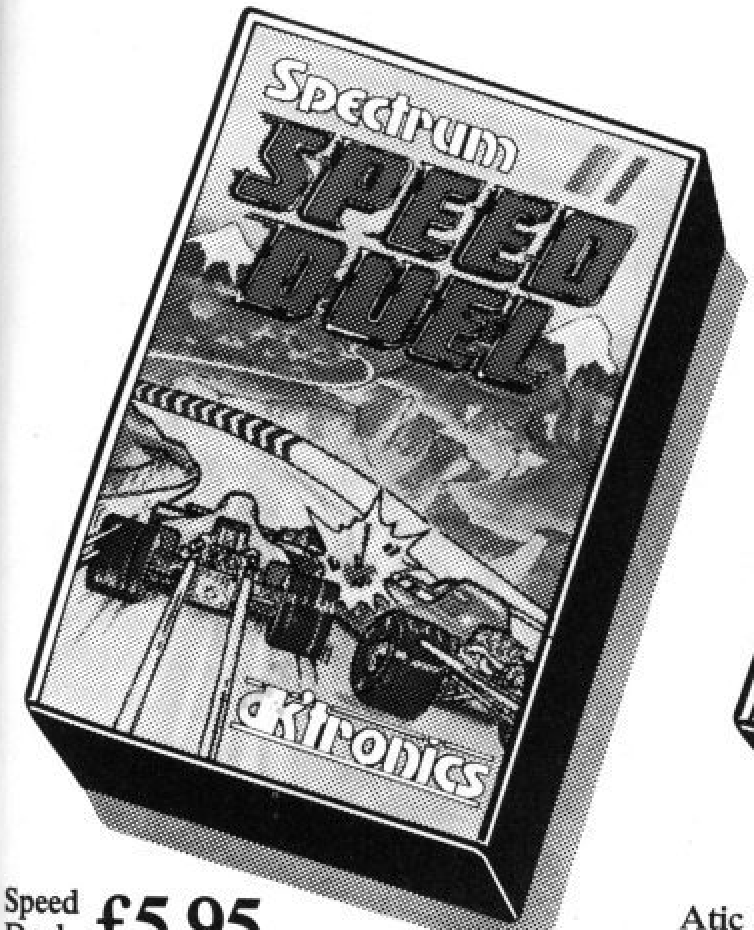


```
10 FORN=0TO62:READA:POKE16320+N,A:NEXTN
20 V=53248:POKEV+32,0 :POKEV+33,0
30 POKEV+21,1:POKEV+16,4
40 POKE2040,255
45 POKEV+39,1:POKEV+27,3
50 POKEV+1,200:POKEV,150
60 X=150:Y=200
100 POKE650,128
110 PRINT"▙
120 T=1
130 POKE646,1
140 K=1065
145 POKE54296,3 :POKE54277,190:POKE54278
,243:POKE54273,17:POKE54272,37
147 POKE54276,129:FORE=1TO250:NEXT
149 REM * MAIN PROGRAM *
150 POKE54296,3
152 POKEV+31,0
155 A=RND(1)*40:POKEK+A,31:POKEK+A+54272
,C
156 K=K+20:C=C+1
158 IFK>1904THENK=1065
160 PRINT"▣   SCORE:"M"  HI-SCORE:"H
170 IFPEEK(56321)=254THENY=Y-7
172 IFPEEK(56321)=253THENY=Y+5
174 IFPEEK(56321)=251THENX=X-4
176 IFPEEK(56321)=247THENX=X+4
178 IFPEEK(56321)=246THENX=X+4:Y=Y-3
179 IFPEEK(56321)=250THENX=X-4:Y=Y-3
280 POKEV,XAND255:POKEV+1,Y
290 LETY=Y-T:LETX=X+1
291 IFC>14THENC=1
292 IFM=>60THENT=4
293 IFM=>30THENT=3
295 IFY<=65THENY=200:X=RND(1)*150:M=M+10
:PRINT"▙
296 IFY>=200THENY=200
297 IFX<=40THENX=40
298 IFX>290THENX=290
299 IFPEEK(V+31)=1THENPOKE54296,15:FORA=
0TO1000:NEXT:GOTO500
300 GOTO150
500 REM * START *
501 IFM>HTHENH=M
503 POKE53248+39,0
504 POKE54276,0:POKE54277,0:POKE54278,0
505 PRINT"▙":POKE53280,0:POKE53281,0:POK
E646,6
510 PRINTTAB(11);"▣   "
512 PRINTTAB(12),"▣ ■  ▣ ■ ▣ ■   ▣ ■    ▣
 ■ ▣ "
514 PRINTTAB(12);"▣ ■  ▣ ■ ▣ ■   ▣ ■
▣ "
516 PRINTTAB(12);"▣ ■  ▣ ■ ▣ ■   ▣ ■
▣ "
518 PRINTTAB(12);"▣ ■  ▣ ■ ▣   ■ ▣   ■
▣ "
520 PRINTTAB(19);"&":PRINTTAB(18);"THE"
522 PRINTTAB(12);"▣   ■ ▣ ■ ▣ ■   ▣ ■ ▣
 "
524 PRINTTAB(13);"▣ ■  ▣ ■ ▣  ■ ▣  ■ ▣ "
526 PRINTTAB(13);"▣ ■  ▣ ■ ▣ ■ ▣ ■ ▣ ■ ▣
 "
528 PRINTTAB(13);"▣ ■  ▣ ■ ▣ ■   ▣ ■ ▣ "
530 PRINTTAB(13);"▣ ■  ▣ ■ ▣ ■   ▣ ■ ▣
 "
540 PRINT: PRINTTAB(5);"▣ ■    ▣ ■ ▣   ■
▣  ■ ▣ ■ ▣ ■ ▣ ■ ▣ ■  ▣ ■ ▣   "
542 PRINTTAB(5);"▣  ■ ▣  ■ ▣ ■ ▣ ■ ▣ ■
 ▣ ■ ▣ ■ ▣ ■ ▣  ■  ▣ ■ ▣ "
544 PRINTTAB(5);"▣ ■ ▣ ■ ▣ ■ ▣   ■ ▣ ■
 ▣  ■ ▣ ■ ▣ ■ ▣ ■ ▣ ■ ▣ "
546 PRINTTAB(5);"▣ ■    ▣ ■ ▣ ■ ▣ ■ ▣ ■
 ▣ ■ ▣ ■ ▣ ■ ▣ ■  ▣  ■ ▣ "
548 PRINTTAB(5);"▣ ■    ▣ ■ ▣ ■ ▣ ■ ▣   ■
 ▣ ■ ▣ ■ ▣ ■ ▣ ■   ▣ ■ ▣ "
549 POKE646,1
550 PRINT:PRINTTAB(19);"BY":PRINTTAB(11)
;"S.MYLER & A.BRYCE"
555 PRINT:PRINTTAB(10);"PRESS FIRE TO ST
ART"
560 IFPEEK(56321)=239THENM=0:GOTO 20
570 GOTO560
9000 DATA0,60,0,0,126,0,0,247,0,0,239,0,
0,118,0,0,44,0, 3,118,192,7,255,224
9010 DATA3,126,192,0,60,0,0,36,0,0,102,0
,6,195,96,6,195,96,15,195,240,6,195,96
9020 DATA6,255,96,0,60,0,0,126,0,0,255,0
```

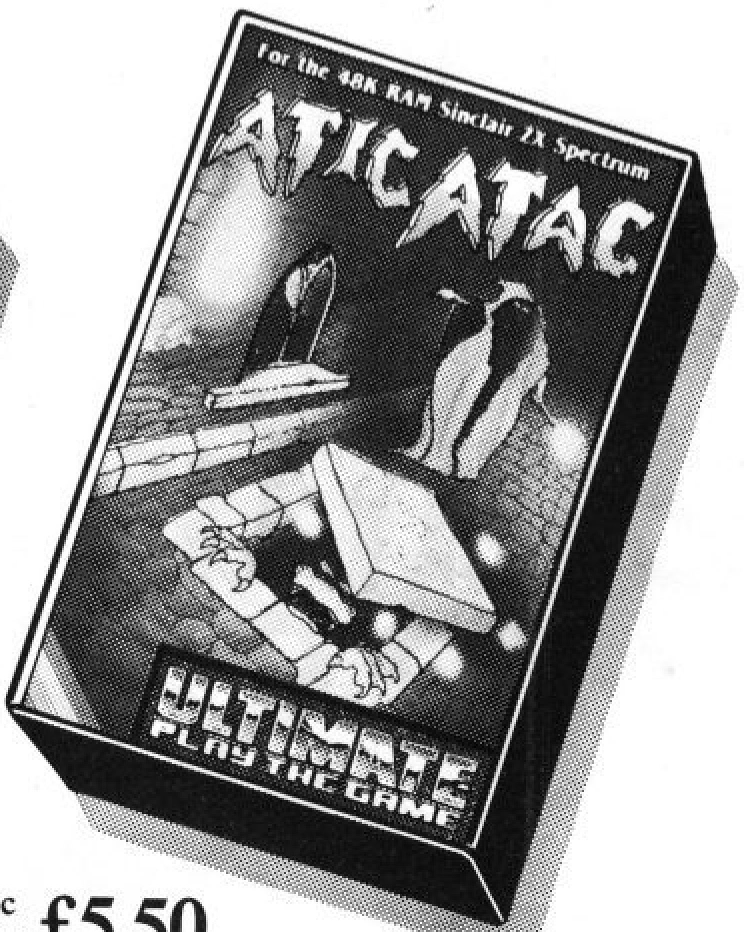
BY STUART MYLER

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Dotty

```
10ONERRORGOTO1590
20MODE7
30PRINTTAB(6,3);CHR$(136);CHR$(141);"******* DOTTY ********"
40PRINTTAB(6,4);CHR$(136);CHR$(141);"******* DOTTY ********"
50VDU23;8202;0;0;0
60PRINTTAB(3,5)"   You know the rules_eat the dots and  avoid the ghosts
.Eating a red power pillwill enable you to chase the ghosts.    Extra man a
t 10,000pts."
70PRINTTAB(14,10);CHR$(129);"CONTROLS:":PRINTTAB(14,12);CHR$(130);"Z_Lef
t":PRINTTAB(14,13);CHR$(130);"X_Right":PRINTTAB(14,14);CHR$(130);"M_Down":P
RINTTAB(14,15);CHR$(130);"K_Up"
80PRINTTAB(5,17)"Hit any key to continue:":F$=GET$
90MODE2
100VDU19,0,4,0,0,0
110VDU23;8202;0;0;0
120VDU23,240,255,255,255,255,255,255,255,255
130VDU23,251,60,60,126,66,255,255,153,153
140VDU23,250,0,0,0,24,24,0,0,0
150VDU23,241,0,0,60,60,60,60,0,0
160DIM Y(17,24)
170FORY=4TO24:FORX=1TO17
180READ Y(X,Y):IF Y(X,Y)=1THENPRINTTAB(X,Y);:VDU240
190NEXTX:NEXTY
200DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
210DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
220DATA 1,0,1,1,0,1,1,1,1,1,1,1,0,1,1,0,1
230DATA 1,0,1,1,0,0,0,0,0,0,0,0,0,1,1,0,1
240DATA 1,0,0,0,0,1,1,1,0,1,1,1,0,0,0,0,1
250DATA 1,0,1,1,1,1,0,0,0,0,0,1,1,1,1,0,1
260DATA 0,0,0,0,0,0,0,1,0,1,0,0,0,0,0,0,0
270DATA 1,0,1,0,1,1,0,1,0,1,0,1,1,0,1,0,1
280DATA 1,0,1,0,1,0,0,0,0,0,0,0,1,0,1,0,1
290DATA 1,0,1,0,1,0,1,1,0,1,1,0,1,0,1,0,1
300DATA 1,0,1,0,0,0,1,0,0,0,1,0,0,0,1,0,1
310DATA 1,0,1,0,1,0,0,0,1,0,0,0,1,0,1,0,1
320DATA 1,0,1,0,1,1,0,1,1,1,0,1,1,0,1,0,1
330DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
340DATA 0,0,1,1,1,0,1,1,1,1,1,0,1,1,1,0,0
350DATA 1,0,0,0,1,0,0,0,1,0,0,0,1,0,0,0,1
360DATA 1,0,1,0,1,1,1,0,1,0,1,1,1,0,1,0,1
370DATA 1,0,1,0,0,0,0,0,0,0,0,0,0,0,1,0,1
380DATA 1,0,1,1,0,1,1,0,1,0,1,1,0,1,1,0,1
390DATA 1,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,1
400DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
410T%=0:MOVE0,0
420SC%=0:LIFE%=3:EL=0:GA=1:GB=1
430S%=0:G%=0
440PRINTTAB(6,27);"            "
450PRINTTAB(0,27);"SCORE ";SC%
460PRINTTAB(3,3);"HI-SCORE    ";T%
470PRINTTAB(13,27);"LIVES ";LIFE%
480PRINTTAB(0,29);"LEVEL?(1 TO 10)":INPUTZ%:IFZ%<1ORZ%>10THENPRINTTAB(0,3
0);"              ":GOTO480ELSEK=10+5*Z%
490PRINTTAB(5,29);"  ";Z%;"               ":PRINTTAB(0,30);"     "
```

```
500*FX12,1
510*FX11,1
520PROCFILL
528REM****Start of main loop****
529REM
530COLOUR7
540IFV%<>1THENV%=V%-1:GOTO570ELSE U%=1
550IFGB=-1 THENI%=10:J%=14:P%=10:Q%=14:GB=1
560IFGA=-1 THENC%=8:D%=14:N%=8:O%=14:GA=1
570*FX15,0
580PRINTTAB(6,27);SC%
590PROCPACMOVE
600PROCTEST
610X%=L%:Y%=M%:E%=P%:H%=Q%
620IFV%=1COLOUR1ELSEIFV%<8COLOUR3ELSECOLOUR2
630IFGB=-1THENGOTO690
640PROCGH(I%,J%)
650P%=E%:Q%=H%
660PRINTTAB(I%,J%);" "
670IFP%=0THENP%=17ELSEIFP%=18THENP%=1
680PRINTTAB(P%,Q%);:VDU251
690I%=P%:J%=Q%:E%=N%:H%=O%
700IFGA=-1THENGOTO530
710PROCGH(C%,D%)
720N%=E%:O%=H%
730PRINTTAB(C%,D%);" "
740IFN%=0THENN%=17ELSEIFN%=18THENN%=1
750IFV%=1COLOUR5
760PRINTTAB(N%,O%);:VDU251
770PROCTEST
780C%=N%:D%=O%
790IF(S%+G%) MOD 1830=0THENPROCENDSCREEN
800IF EL=1 GOTO 530
810IF SC%>10000 AND EL=0 THEN LIFE%=LIFE%+1:EL=1
820GOTO530
```

You've seen Pac-Man, Ms Pac-Man and Baby Pac-Man. Now *C&VG* proudly presents a revolution in maze game playing — turbo charged Pac-Man.

Even the hardened *C&VG* review team — who have been exposed to the best games software this side of the galaxy — couldn't help gasping with admiration when Chris Broyden's game popped up on our TV screens.

Dotty is slightly different from the version that swept this country's arcades two years ago. Instead of passages full of dots and power pills, the whole screen is covered in dots which you must eat — but once you have cleared one part of the maze, you cannot go back over it.

Once you're in the driving seat, we're sure you'll agree that Dotty is streets ahead of the competition. But be warned — it's so difficult, it could well drive you round the bend.

RUNS ON A BBC MODEL B IN 32K

BY CHRIS BROYDEN

```
827REM
828REM****End of main loop****
829REM
830DEFPROCGH(A%,B%)
840IFE%=N%THENR%=8ELSER%=10
850IFU%-1ANDRND(3)=1GOTO1080
860IFRND(K)<R%GOTO1080
870F%=0
880IFABS(X%-A%)>ABS(B%-Y%)THENGOTO980
890IFU%=-1GOTO910
900IFY%>B%THENGOTO950ELSEGOTO920
910IFY%<B% GOTO950
920IFPOINT(A%*64,1024-32*B%)=7THENF%=F%+1 ELSEGOTO940
930IFF%=2GOTO970ELSEGOTO990
940H%=B%-1:GOTO1070
950IFPOINT(A%*64,970-32*B%)=7THENF%=F%+1ELSEGOTO970
960IFF%=2GOTO940ELSEGOTO990
970H%=B%+1:GOTO1070
980IFU%=-1GOTO1000
990IFX%>A%THENGOTO1040ELSEGOTO1010
1000IFX%<A% GOTO1040
1010IFPOINT(A%*64-64,992-32*B%)=7THENF%=F%+1 ELSEGOTO1030
1020IFF%=2GOTO1060ELSEGOTO900
1030E%=A%-1:GOTO1070
1040IFPOINT(A%*64+64,992-32*B%)=7THENF%=F%+1ELSEGOTO1060
1050IFF%=2GOTO1030ELSEGOTO900
1060E%=A%+1
1070IFPOINT(E%*64+32,1010-32*H%)=7 OR POINT(E%*64+32,1010-32*H%)=1THENG%=G
%+10
1080ENDPROC
1090DEFPROCPACMOVE
1100A$=INKEY$(0):IFA$="Z"ANDPOINT(X%*64-64,992-32*Y%)<>7THEN L%=X%-1:GOTO1
120 ELSE IF A$="X"AND POINT(X%*64+64,992-32*Y%)<>7THEN L%=X%+1:GOTO1120
1110B$=INKEY$(0):IFB$="K"ANDPOINT(X%*64,1024-32*Y%)<>7THEN M%=Y%-1:GOTO112
0 ELSE IF B$="M"AND POINT(X%*64,970-32*Y%)<>7THEN M%=Y%+1:GOTO1120 ELSE1170
1120IFPOINT(L%*64+32,1010-32*M%)=7THENSOUND1,-10,150,3:S%=S%+10:SC%=SC%+10
1130IFPOINT(L%*64+32,1010-32*M%)=1THENSOUND1,-10,200,5:S%=S%+10:SC%=SC%+10
0:V%=30:U%=-1
1140PRINTTAB(X%,Y%);" "
1150IF L%=0 THEN L%=17 ELSE IF L%=18 THEN L%=1
1160PRINTTAB(L%,M%);"O"
1170ENDPROC
1180DEFPROCTEST
1190IFU%=-1GOTO1220
1200IF P%=L% AND Q%=M% AND GB=1 OR N%=L%AND O%=M% AND GA=1 THEN ENVELOPE1,
128,-1,-1,-1,60,60,60,120,0,0,-100,120,0:SOUND1,1,150,30:LIFE%=LIFE%-1:COLO
UR7:PRINTTAB(19,27);LIFE% ELSEGOTO1220
1210 IF LIFE%=0 THEN GOTO 1530 ELSE S%=0:G%=0:PROCFILL
1220IFGA=1THENIFN%=L% AND O%=M% THEN GA=-1:SOUND0,-15,150,30:SC%=SC%+100
1230IFGB=1THENIF P%=L% AND Q%=M%THENGB=-1:SOUND0,-15,150,30:SC%=SC%+100
1240ENDPROC
1250DEFPROCFANFARE
1260SOUND1,-15,129,2
1270SOUND1,-15,117,2
1280SOUND1,-15,101,6
1290SOUND1,0,101,1
1300SOUND1,-15,101,2
1310SOUND1,0,101,1
1320SOUND1,-15,101,2
1330SOUND1,-15,109,3
```

```
1340SOUND1,-15,117,2
1350SOUND1,-15,129,6
1360SOUND1,0,129,1
1370SOUND1,-15,129,2
1380SOUND1,0,129,1
1390SOUND1,-15,129,2
1400ENDPROC
1410DEFPROCFILL
1420COLOUR1:PRINTTAB(2,5);:VDU241:PRINTTAB(2,23);:VDU241:PRINTTAB(16,23);:
VDU241:PRINTTAB(16,5);:VDU241:COLOUR7
1430FORX=1TO17:FORY=4TO24
1440IFPOINT(X*64+32,1008-32*Y)=0THENPRINTTAB(X,Y);:VDU250
1450NEXTY:NEXTX
1460V%=1:S%=S%+10:G%=G%+20
1470X%=2:Y%=15:L%=2:M%=15:C%=8:D%=14:N%=8:O%=14:I%=10:J%=14:P%=10:Q%=14
1480PRINTTAB(X%,Y%);"O"
1490COLOUR1:PRINTTAB(I%,J%);:VDU251:COLOUR5:PRINTTAB(C%,D%);:VDU251
1500ENDPROC
1510DEFPROCENDSCREEN
1520PROCFANFARE:PROCFILL:K=K*1.4:ENDPROC
1530FORT=1TO2000:COLOUR12:NEXT:PRINTTAB(2,1);"ANOTHER GAME?":COLOUR7
1540*FX15,1
1550*FX12,0
1560IFSC%-10>T%THENT%=SC%
1570C$=GET$
1580IFC$<>"N"PRINTTAB(2,1);"                                    ":GOTO420
1590*FX15,1
1600*FX12,0
1610MODE7
1620END
```

Variables
X%,Y%,L%,M% = Pac-Man's co-ordinates.
C%.D%,N%,O% = Ghost A's co-ordinates
I%,J%,P%,Q% = Ghost B's co-ordinates
Z% = Level of difficulty chosen
R% = Speed of the ghosts
T% = Hi-score
SC% = Score at the end of the present game
U% = Used to see if a power pill has been eaten
E% = Number of blocked routes.

Program structure
30-80 instructions
120-150 define characters
160-400 set up maze
420-490 set up titles
610-690 updates position
790-820 checks for edge of the screen

DETAILS

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REVIEWS

"Adventures which have a fast response time, are spectacular in the amount of detail and number of locations, and are available to cassette owners . . Simply smashing!" – *Soft, Sept 83*

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"**Dungeon Adventure** is recommended. With more than 200 locations, 700 messages and 100 objects it will tease and delight!" – *Educational Computing, Nov 83*

"**Snowball** . . As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denziens . . this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers." – *Which Micro?, Feb 84*

"**Lords of Time.** This program, writen by newcomer Sue Gazzard, joins my favourite series and is an extremely good addition to Level 9's consistently good catalogue . . As we have come to expect from Level 9, the program is executed with wonderful style – none of those boring "You can't do that" messages! Highly recommended." – *PCW, 1st Feb 84*

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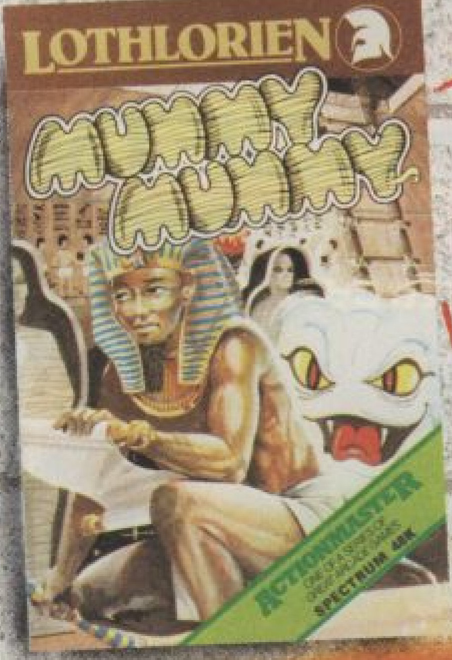
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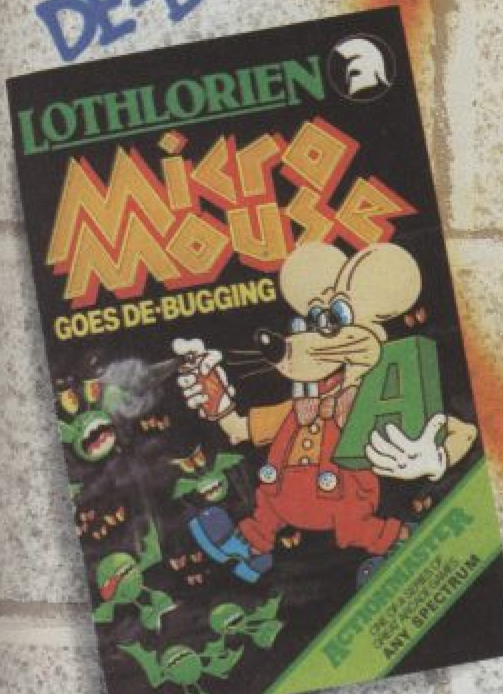
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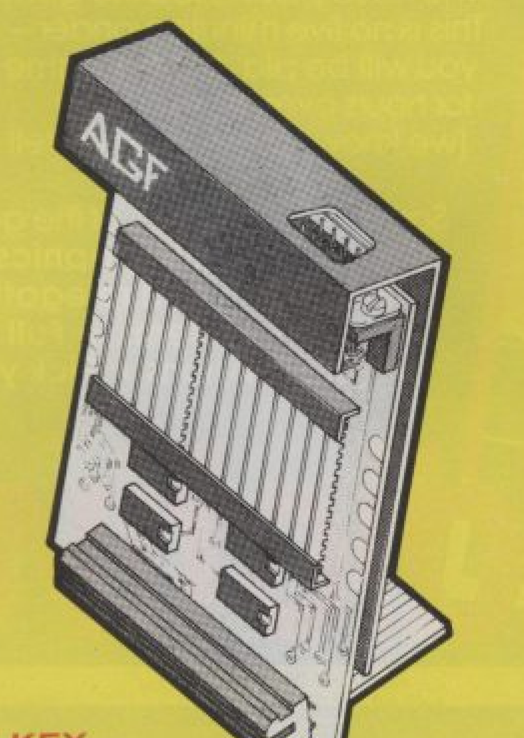
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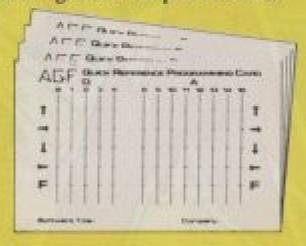
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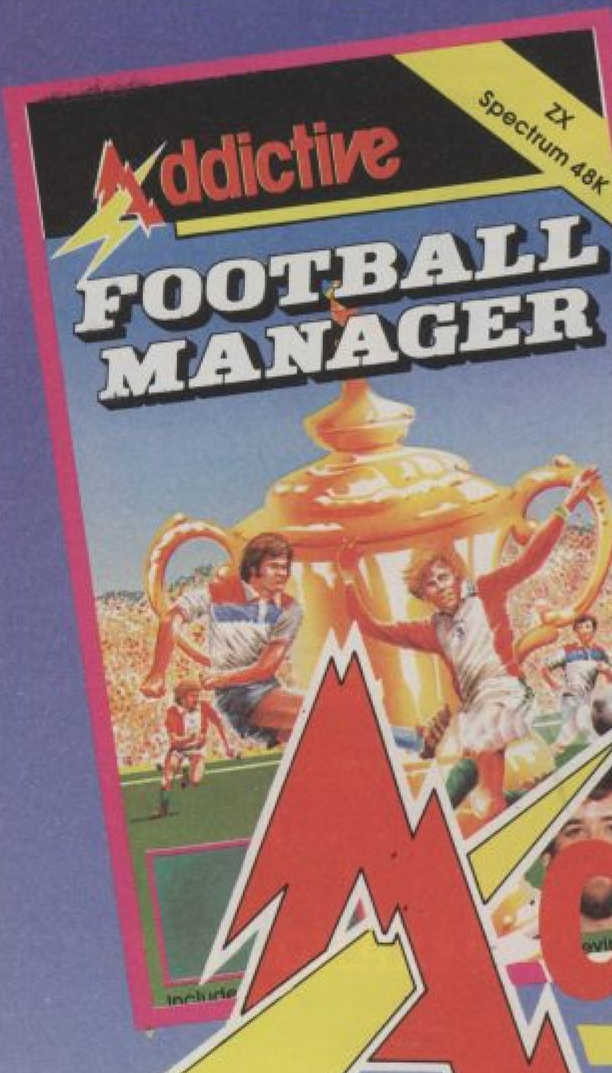
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Addictive

*ZX81 Chart, Home Computing Weekly 16.8.83

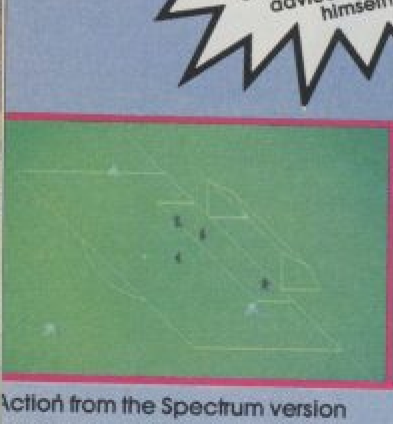
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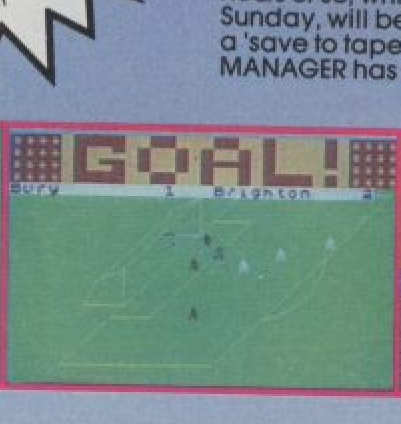
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After years of imprisonment, the pressure has become too much — you must escape or die in the attempt.

Managing to get out of your cell will be difficult enough — all the corridors and walkways are guarded by android guards. Laser beams scan the entire building, ready to scythe through the legs of any escaping prisoner.

If you successfully dodge the guards, trip wires and lasers beams, you must blast a hole in the fortified entrance and escape through the prison ground and over the perimeter fence into the surrounding forest.

The game has multiple levels. The longer you play, the tougher the iron bars get and the guards become much better shots!

The game runs on any TI and doesn't require the extended Basic cartridge.

```
100 CALL CLEAR
110 PRINT "                PRISON~RUN":::
120 PRINT "YOU ARE CHAIRMAN OF THE":"ESCAPE
    COMMITEE AT A MODERN":"P.O.W.CAMP"::
130 PRINT "GUIDE YOUR MEN OUT USING ":"CURSOR KEYS"
140 PRINT
150 PRINT "HEAD FOR THE DOOR IN THE":"HOSPITAL BLOCK":
    "THERE HAS BEEN AN":"ESCAPE TUNNEL DUG THERE"::
160 PRINT "DODGE THE GUNS AND HEAD FOR":"THE
    TREES & SAFETY ONCE ":"BEYOND THE WALLS"::::
170 PRINT " By Charles A Sharp..1983"
180 FOR D=1 TO 2000
190 NEXT D
200 ESC=0
210 MO=0
220 ROW=18
230 COL=24
240 CALL CLEAR
250 CALL SCREEN(16)
260 CALL CHAR(103."181818FFFF181818")
270 CALL CHAR(104."187C7EFFFFFE7C38")
280 CALL CHAR(112."0000081C241C1422")
290 CALL CHAR(41."0000001818")
300 CALL CHAR(40."FFFFFFFFFFFFFFFF")
310 CALL CHAR(120."FFFFFFFFFFFFFFFF")
```



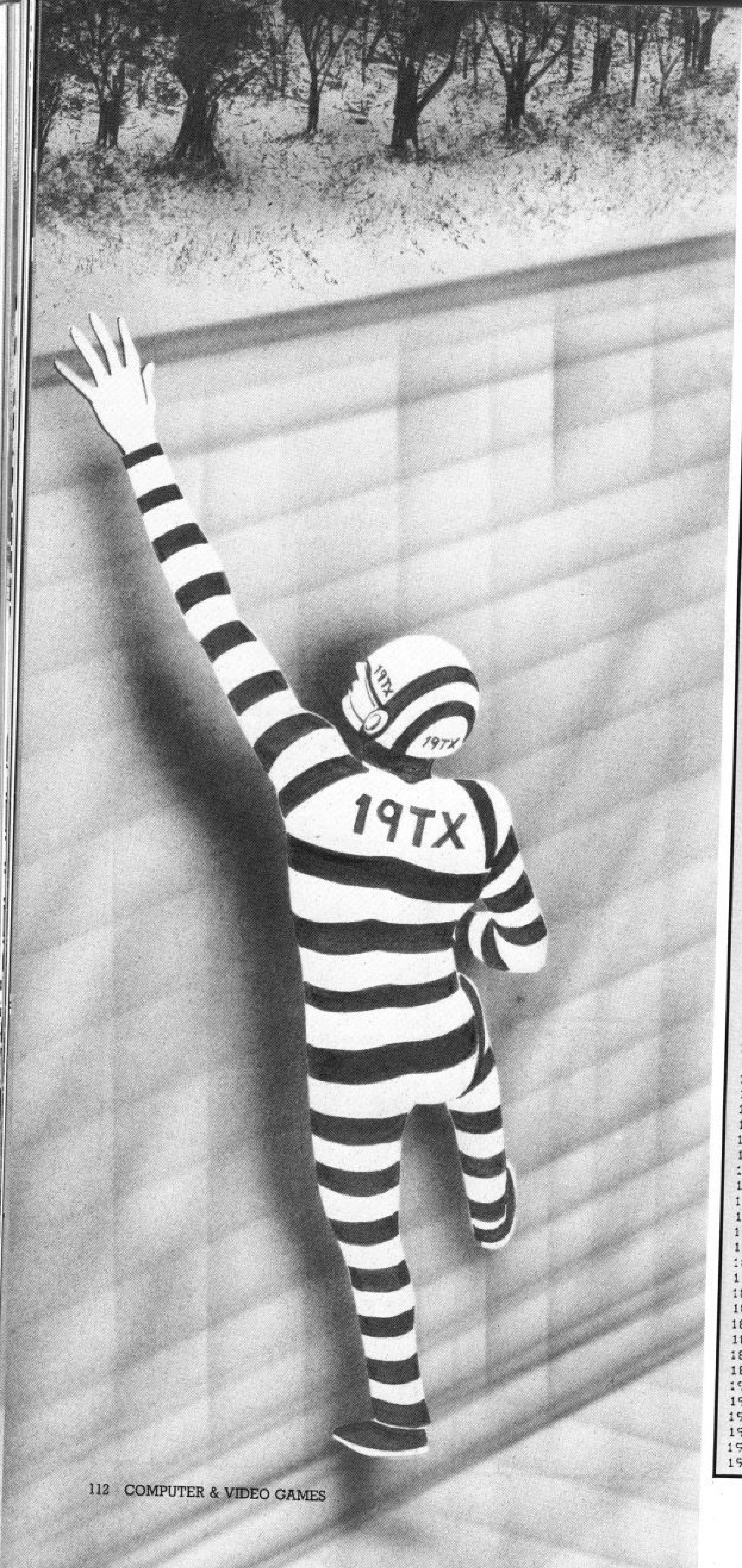


```
320 CALL COLOR(9.10.16)
330 CALL COLOR(10.13.1)
340 CALL COLOR(12.11.11)
350 CALL COLOR(11.6.1)
360 FOR C=1 TO 5
370 CALL VCHAR(9.C.104.7)
380 NEXT C
390 CALL VCHAR(5.14.40.15)
400 CALL VCHAR(5.28.40.15)
410 CALL HCHAR(5.15.40.13)
420 CALL HCHAR(19.15.40.13)
430 FOR CO=25 TO 27
440 CALL VCHAR(14.CO.40.5)
450 NEXT CO
```

```
460 FOR COM=15 TO 21
470 CALL VCHAR(13.COM,40,3)
480 NEXT COM
490 FOR O=25 TO 27
500 CALL VCHAR(6,O.40.5)
510 NEXT O
520 FOR OC=15 TO 21
530 CALL VCHAR(7.OC.40.3)
540 NEXT OC
550 CALL HCHAR(10.21,40)
560 CALL HCHAR(10,19.40)
570 FOR OP=12 TO 15
580 CALL VCHAR(2,OP.40.3)
590 CALL VCHAR(20.OP.40,3)
600 NEXT OP
610 FOR PO=28 TO 30
620 CALL VCHAR(2,PO,40.3)
630 CALL VCHAR(20.PO,40,3)
640 CALL HCHAR(8,19.103)
650 CALL HCHAR(12.2,32,4)
660 CALL VCHAR(14,25,32.3)
670 NEXT PO
680 REM  SET TIME
690 TIME=100
700 R=6
710 C=2
720 TIME=TIME-1
730 IF LEN(STR$(TIME))=1
    THEN 740 ELSE 750
```

```
740 CALL HCHAR(23.26.32)
750 FOR I=1 TO LEN(STR$(TIME))
760 CALL HCHAR(23.I+24.ASC
    (SEG$(STR$(TIME).I.1)))
770 NEXT I
780 CALL HCHAR(5.12.120)
790 CALL HCHAR(17.15.120)
800 CALL HCHAR(6.24.120)
810 CALL HCHAR(12.27.120)
820 CALL HCHAR(4.20.40.3)
830 CALL HCHAR(ROW.COL.112)
840 CALL GCHAR(10,20.G)
850 IF G=112 THEN 1840
860 CALL GCHAR(12.2.GT)
870 IF GT=112 THEN 1880 ELSE 880
880 GOSUB 1030
890 RANDOMIZE
900 X=INT(RND*6)+1
910 ON X GOSUB 1180.1340.1500.
    1680,1180,1180
920 CALL KEY(0.K.S)
930 IF K=69 THEN 940 ELSE 950
940 ROW=ROW-1
941 CALL GCHAR(ROW.COL.GET)
942 IF GET>32 THEN 943 ELSE 1010
943 ROW=ROW+1
944 GOTO 1010
950 IF K=88 THEN 960 ELSE 970
960 ROW=ROW+1
961 CALL GCHAR(ROW.COL.GET)
962 IF GET>32 THEN 963 ELSE 1010
963 ROW=ROW-1
964 GOTO 1010
970 IF K=68 THEN 980 ELSE 990
980 COL=COL+1
981 CALL GCHAR(ROW.COL.GET)
982 IF GET>32 THEN 983 ELSE 1010
983 COL=COL-1
984 GOTO 1010
990 IF K=83 THEN 1000 ELSE 1010
1000 COL=COL-1
1001 CALL GCHAR(ROW.COL.GET)
1002 IF GET>32 THEN 1003 ELSE 1010
1003 COL=COL+1
1010 CALL HCHAR(ROW.COL.32)
1020 GOTO 830
1030 REM  TIME COUNT
1040 TIME=TIME-1
1050 IF LEN(STR$(TIME))=1 THEN
     1060 ELSE 1070
```

Illustration: John Higgins




```
1060 CALL HCHAR(23,26,32)
1070 FOR I=1 TO LEN(STR$(TIME))
1080 CALL HCHAR(23,I+24,ASC
     (SEG$(STR$(TIME),I,1)))
1090 NEXT I
1100 IF TIME=0 THEN 1120
1110 RETURN
1120 CALL CLEAR
1130 PRINT "YOU LOST":MO:"MEN":
     "AND":ESC:"MEN ESCAPED.":::
1170 STOP
1180 REM  G1
1190 CALL SOUND(200,-1,1)
1200 CALL HCHAR(ROW,COL,112)
1210 CALL VCHAR(6,12,41,13)
1220 CALL GCHAR(ROW,COL,GC)
1230 IF GC=41 THEN 1240 ELSE 1310
1240 CALL HCHAR(ROW,COL,120)
1250 CALL SOUND(200,392,2,330,2)
1260 CALL HCHAR(ROW,COL,32)
1270 MO=MO+1
1280 CALL HCHAR(ROW,COL,32)
1290 ROW=18
1300 COL=24
1310 CALL VCHAR(6,12,32,13)
1320 CALL HCHAR(ROW,COL,32)
1330 RETURN
1340 REM  G2
1350 CALL SOUND(200,-2,1)
1360 CALL HCHAR(ROW,COL,112)
1370 CALL VCHAR(7,24,41,12)
1380 CALL GCHAR(ROW,COL,GC)
1390 IF GC=41 THEN 1400 ELSE 1470
1400 CALL HCHAR(ROW,COL,120)
1410 CALL SOUND(200,392,2,330,2)
1420 CALL HCHAR(ROW,COL,32)
1430 MO=MO+1
1440 CALL HCHAR(ROW,COL,32)
1450 ROW=18
1460 COL=24
1470 CALL VCHAR(7,24,32,12)
1480 CALL HCHAR(ROW,COL,32)
1490 RETURN
1500 REM  G3
1510 CALL SOUND(200,-3,1)
1520 CALL HCHAR(ROW,COL,112)
1530 FOR RR=26 TO 15 STEP -1
1540 CALL HCHAR(12,RR,41)
1550 CALL GCHAR(ROW,COL,GC)
1560 IF GC=41 THEN 1570 ELSE 1640
1570 CALL HCHAR(ROW,COL,120)
1580 CALL SOUND(200,392,2,330,2)
1590 CALL HCHAR(ROW,COL,32)
1600 MO=MO+1
1610 CALL HCHAR(ROW,COL,32)
1620 ROW=18
1630 COL=24
1640 CALL HCHAR(12,RR,32)
1650 NEXT RR
1660 CALL HCHAR(ROW,COL,32)
1670 RETURN
1680 REM  G4
1690 CALL SOUND(200,-5,1)
1700 CALL HCHAR(ROW,COL,112)
1710 CALL HCHAR(17,16,41,9)
1720 CALL GCHAR(ROW,COL,GC)
1730 IF GC=41 THEN 1740 ELSE 1810
1740 CALL HCHAR(ROW,COL,120)
1750 CALL SOUND(200,392,2,330,2)
1760 CALL HCHAR(ROW,COL,32)
1770 MO=MO+1
1780 CALL HCHAR(ROW,COL,32)
1790 ROW=18
1800 COL=24
1810 CALL HCHAR(17,16,32,9)
1820 CALL HCHAR(ROW,COL,32)
1830 RETURN
1840 CALL HCHAR(ROW,COL,32)
1850 ROW=8
1860 COL=13
1870 GOTO 880
1880 CALL HCHAR(12,2,32)
1890 FOR S=30 TO 0 STEP -2
1900 CALL SOUND(100,262,S)
1910 NEXT S
1920 ROW=18
1930 COL=24
1940 ESC=ESC+1
1950 GOTO 830
```

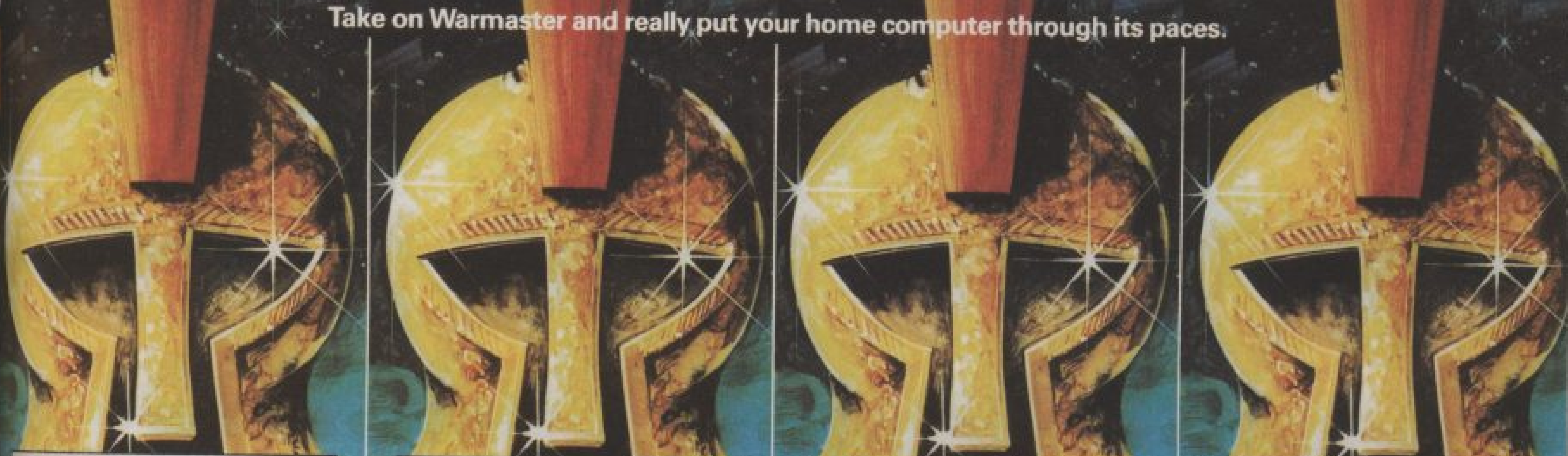

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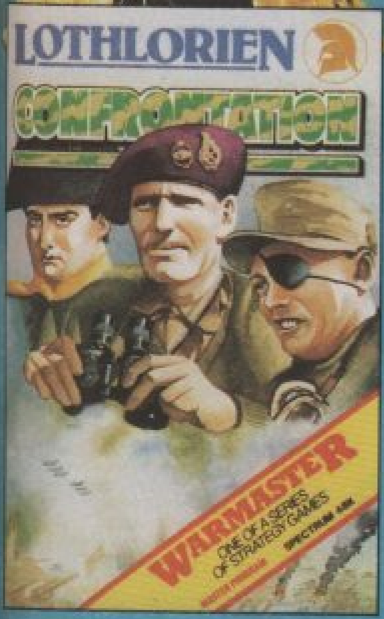
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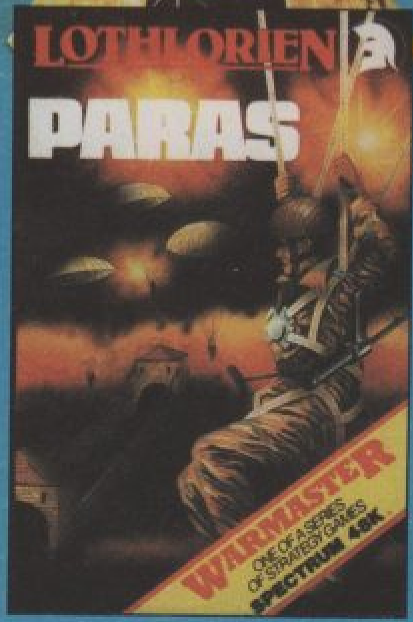


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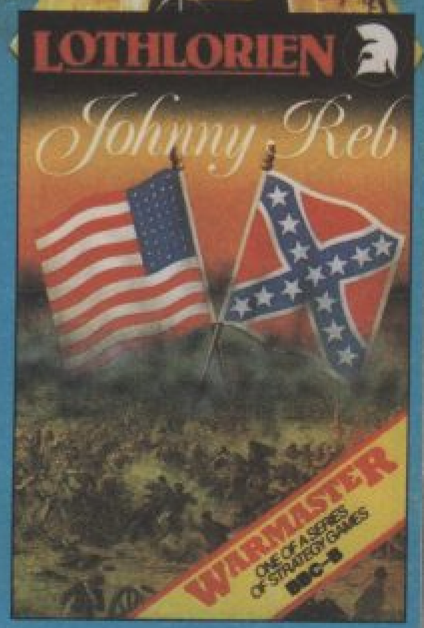
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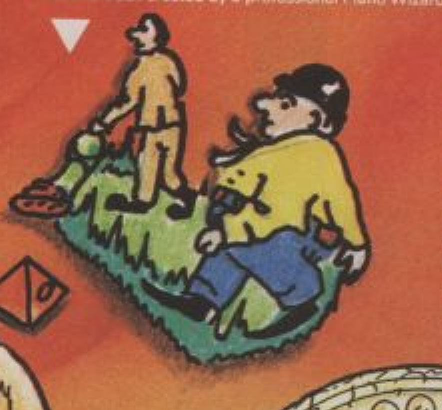


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THIS ISSUE:
Falklands victor General Sir Jeremy Moore reviews the latest war games.
1984 giant test – 3 forthcoming British versus 3 American micros.
Adventure X – a superb adventure game for you to type into your Spectrum.
Amazing games for Dragon, BBC, Vic 20, Spectrum, Atari.
Spectrum graphics special – how to program great graphics into your micro.

SUPER INVADERS

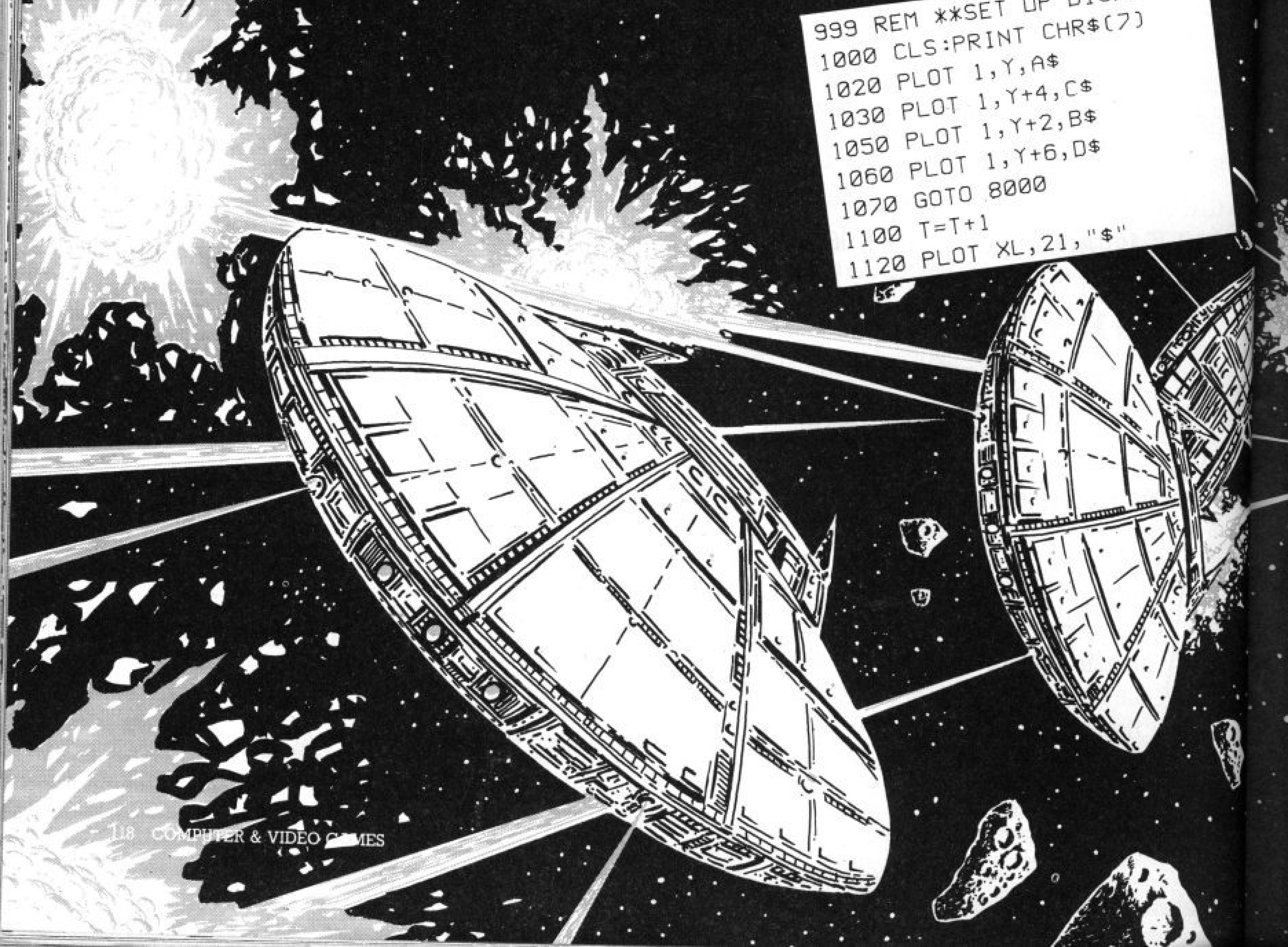
```
1 GOTO 10000
10 FOR F= 46592 TO 46599
20 READ A:POKE F,A
30 NEXT F
40 FOR F=46376 TO46383
50 READ B:POKE F,B
60 NEXT F
70 FOR F=46368 TO46375
80 READ C:POKE F,C
90 NEXT F
100 FOR F=46360 TO46367
110 READ D:POKE F,D
120 NEXT F
```

BY NEIL FANTHAM

RUNS ON AN ORIC 1 IN 16K

```
130 DATA 12,30,63,51,51,51,51,18,18,12,30,6
3,63,30,51,18,18,12,12,12,3
0,30,63,63
140 DATA 63,10,34,35,Ø0,7,13,41,41
380 REM **INITIALISATION**
390 S=0
400 Y=2
410 XL=10
420 YM=0
430 T=0
450 PAPER 0
500 A$="@ @ @ @ @ @ @ @ @ @ @ @ @ "
510 B$=" z z z z z z z z z z z z z"
520 C$= A$
530 D$=B$
540 E$="
```

```
999 REM **SET UP DISPLAY**
1000 CLS:PRINT CHR$(7)
1020 PLOT 1,Y,A$
1030 PLOT 1,Y+4,C$
1050 PLOT 1,Y+2,B$
1060 PLOT 1,Y+6,D$
1070 GOTO 8000
1100 T=T+1
1120 PLOT XL,21,"$"
```



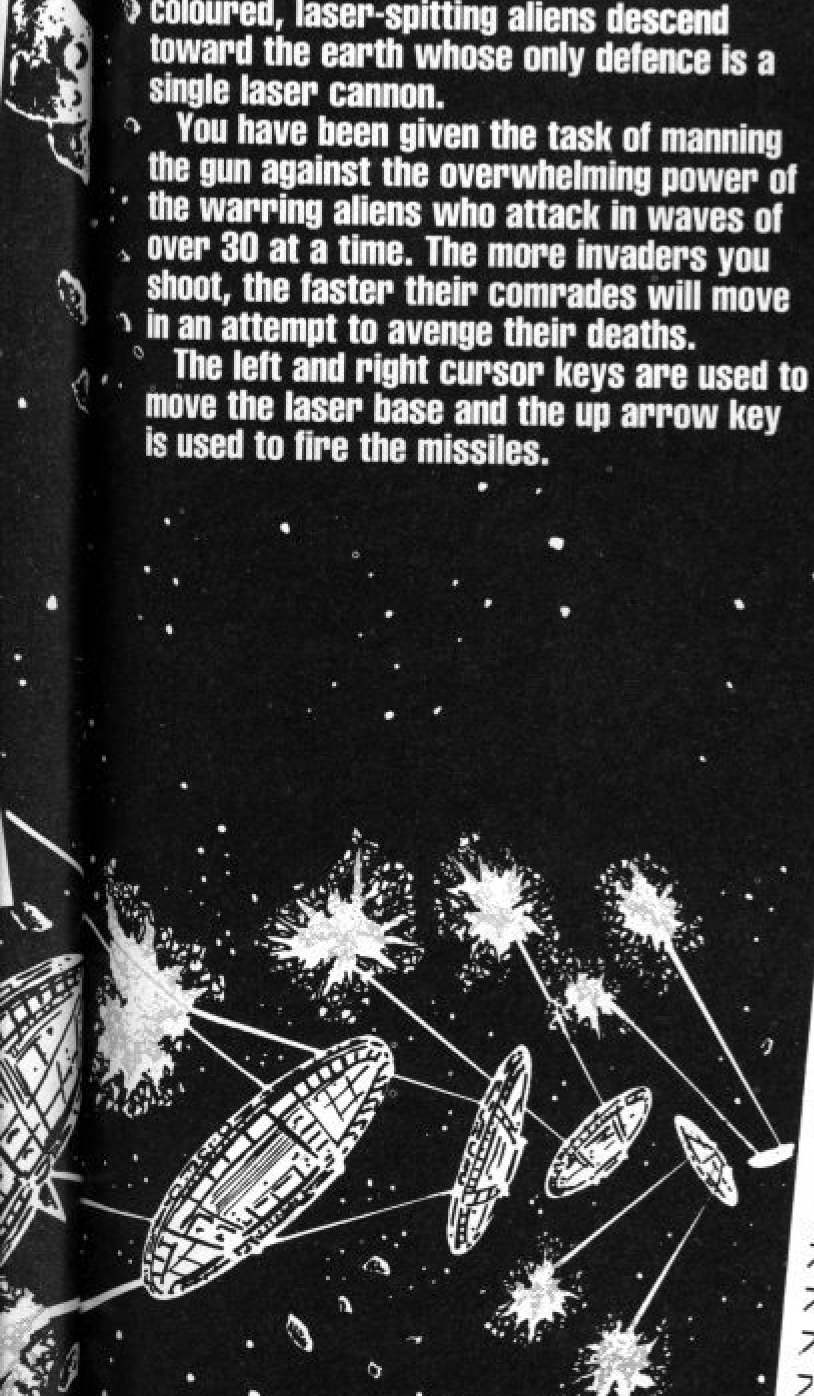
C&VG **always tries to bring you the classic arcade games first. Unfortunately, we haven't up to now published a version of the grand daddy of computer games for the Oric 1 — Space Invaders.**

We think we have more than justified the long delay by waiting for something special to come along and Neil Fantham's astounding version of the arcade game has been worth waiting for. We guarantee Super Invaders will turn owners of other computers green with envy.

Space Invaders follows the theme of its forerunner religiously. Armies of multi-coloured, laser-spitting aliens descend toward the earth whose only defence is a single laser cannon.

You have been given the task of manning the gun against the overwhelming power of the warring aliens who attack in waves of over 30 at a time. The more invaders you shoot, the faster their comrades will move in an attempt to avenge their deaths.

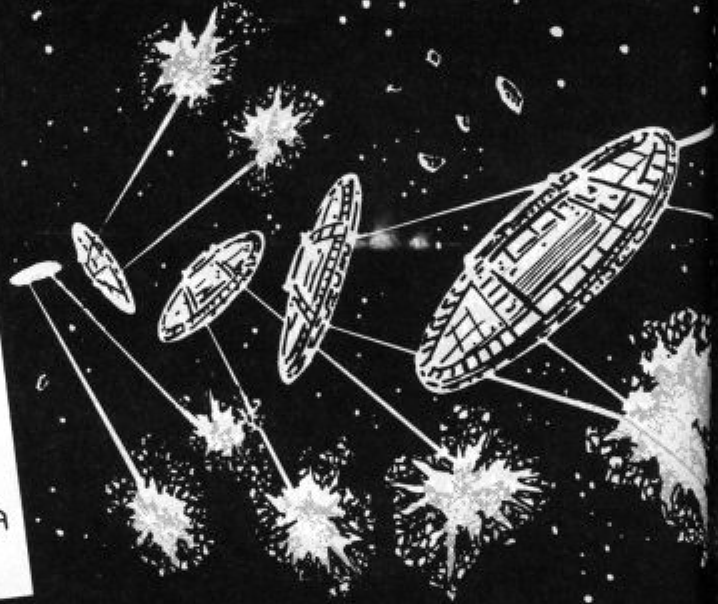
The left and right cursor keys are used to move the laser base and the up arrow key is used to fire the missiles.



```
1125 REM **THE GAME**
1130 L$=KEY$
1140 IF L$="" THEN RETURN
1150 PLOT XL,21," "
1160 IF ASC(L$)=8 AND XL>1 THEN XL= XL-1
1180 IF ASC (L$)=9 AND XL<31 THEN XL=XL+
1
1190 PLOT XL,21,"$"
1400 IF ASC(L$)<>11 THEN RETURN
1415 ZAP
1420 FOR M=19 TO Y+6 STEP-1
1430 PLOT XL,M,"."
1440 PLOT XL,M+1," "
1450 NEXT M
1460 PLOT XL,M+1," "
1500 F=0
1510 Q$=D$:R=6
1520 GOSUB7000
1530 D$=Q$
1540 IF F=1 THEN 1750
1550 PLOT XL,Y+5,".":PLOT XL,Y+5," "
1560 PLOT XL,Y+4,".":PLOT XL,Y+4," "
1570 Q$=C$:R=4
1580 GOSUB7000
1590 C$=Q$
1600 IF F=1 THEN GOTO 1750
1610 PLOT XL,Y+3,".":PLOT XL,Y+3," "
1620 PLOT XL,Y+2,".":PLOT XL,Y+2," "
1630 Q$=B$:R=2
1650 GOSUB 7000
1660 B$= Q$
1670 IF F=1 THEN 1750
1680 PLOT XL,Y+1,".":PLOT XL,Y+1," "
1690 PLOT XL,Y,".":PLOT XL,Y," "
1700 Q$=A$
1710 GOSUB 7000
1720 A$=Q$
1750 IF A$=E$ AND B$=E$ AND C$=E$ AND D$
=E$ THEN 9000
1760 IF Q$= E$ THEN Y=Y+2:PLOT01,Y-2,E$
1770 GOTO 1100
7000 IF MID$(Q$,XL,1)=" " THEN RETURN
7010 Q$=LEFT$(Q$,XL-1)+" "+MID$(Q$,XL+1)
7020 F=1
7500 S=S+10-Y
7510 Q$=MID$(Q$,2)+LEFT$(Q$,1)
7560 PLOT XL,Y+R,"#"
7570 EXPLODE
7590 M$=STR$(S)
7595 IFASC(LEFT$(M$,1))<32 THEN M$=RIGHT
$(M$,LEN(M$)-1)
7596 PLOT0,0 ,CHR$(3)+"Super Invaders"+C
HR$(4)+" Score:"+M$
7600 T=T+1
```

Illustration: Dorian Cross

```
7610 RETURN
8000 PLOT 1,14,"X"
8010 IF T=100+INT(RND(1)*90) THEN Y=Y+2:
T=0:PLOT 1,Y-2,E$
8020 A$=MID$(A$,2)+LEFT$(A$,1)
8040 PLOT 0,Y,CHR$(1)+A$
8050 GOSUB 1100
8060 B$= MID$(B$,2)+LEFT$(B$,1)
8070 PLOT 0,Y+2,CHR$(4)+B$
8080 GOSUB 1100
8090 C$=MID$(C$,2)+LEFT$(C$,1)
8100 PLOT 0,Y+4,CHR$(2)+C$
8110 GOSUB1100
8120 D$=MID$(D$,2)+LEFT$(D$,1)
8130 PLOT 0,Y+6,CHR$(4)+D$
8140 GOSUB 1100
8150 IF Y>14 THEN GOTO 8500
8160 IF Y>12 AND B$<>E$ THEN 8500
8170 IF Y>10 AND C$<>E$ THEN 8500
8180 IF Y>8 AND D$<>E$ THEN 8500
8190 T=T+1
8200 GOTO8000
8490 REM **EARTH DESTROYED**
8500 PRINT"THE ALIENS HAVE LANDED AND TA
KEN OVER"
```



```
8503 PLOT 11,10,"G a m e   O v e r"
8504 SOUND 1,400,15:WAIT250:SOUND1,0,0
8510 GOTO 9010
8999 REM **THE EARTH IS SAVED !**
9000 PRINT"YOU HAVE SAVED THE WORLD !!"
9002 PLOT 0,10,CHR$(12)+"P r e p a r e
 f o r   n e x t   a r m y"
9005 FOR F=1 TO 10:ZAP:NEXT
9006 WAIT 40:GOTO400
9010 INPUT"Another game (Y/N) ??";Z$
9020 PRINTCHR$(17)
9030 IF Z$="Y" THEN GOTO 390
9040 INK 0:PAPER 7:CLS:END
9999 REM**TITLES**
10000 CLS
10005 INK 7:PAPER 4
10008 PLOT5,5,CHR$(12)+CHR$(05)+"BY NEIL
 FANTHAM"
10010 PLOT 6,10,"S U P E R   I N V A D E
 R S"
10020 PLOT 6,11,"    (Press any key)"
10021 PLOT 1,13,"* Shoot down the aliens
 before they *"
10022 PLOT 1,14,"* get past the 'X',othe
rwise there  *"
10023 PLOT 1,15,"* will be trouble for y
ou  ! !      *"
10035 IF KEY$<>"" THEN ZAP:WAIT 400:GOTO
 10
10040 SHOOT:WAIT50
10070 GOTO 10035
```

Variables
Z$=Asks for another game
S=Score.
M$=Displayed score
Y=Vertical position of invaders
XL=Position of laser base
A,B,C,D=User defined characters
A$,B$,C$,D$=Strings holding alien display
L$=Position of missiles
M=Position of moving bullet


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Disruptor unstable! Detonation immin.....
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ADVENTURE

HULK

I loaded *Hulk* from Scott Adams' TRS-80 development disk, and paused before I pressed ENTER. Would this relatively small (16k) text game seem pale and dated in comparison with some of the larger, all singing, all dancing recent Adventures?

The screen cleared. "I am Bruce Banner, tied hand and foot to a chair. Tell me what to do".

The old magic was back. What a rotten trick! I made various feeble attempts at escape, but it was soon obvious that I would never succeed — I needed to be a super-hero. So I thought a bit, tried a few things, and then, dramatically —

"Ouch! I scream!

"I am the Incredible Hulk (tm) now". A pity that we had to have the trade mark in the text, but that was the least of my worries. I was free from my bonds and had a treasure to hand, plus a few unlikely objects, but I couldn't get very far.

I was trapped inside two locations and, as I am currently the only player of *Hulk* in the UK, there was only one person who could possibly help — The Chief Examiner! So I rang him and he was sympathetic. "The clues are all there. All you need to do is to read them," he assured me helpfully, and added for good measure "You're heading in the right direction."

Great! So I returned to re-read the text with open eyes. I applied some logic and - hey Presto! I broke out!

I found myself in a field, near a large dome. I soon came across a sign saying "Leave gems here." I dropped mine and, obtaining my percentage score, reckoned I had a lot of hard work ahead of me.

Now I seemed to be going around in circles and couldn't escape to anywhere useful. Sometimes I met a nasty end at the mandibles of alien ants, and sometimes I wondered why I didn't.

Apart from a certain-death location, I could discover nothing new, despite digging around desperately for clues.

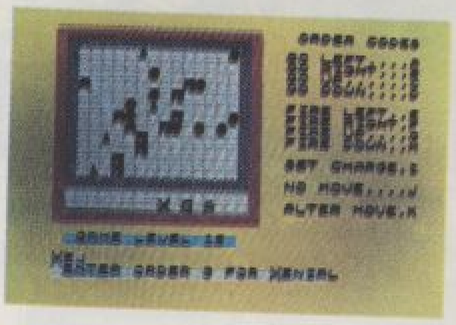
Then sudden realisation hit me! I had a theory and excitedly put it to the test. Wow! I was right — twice over! I had fallen for a beautifully implemented ploy designed to deceive an Adventurer too jaded to use his eyes and brain!

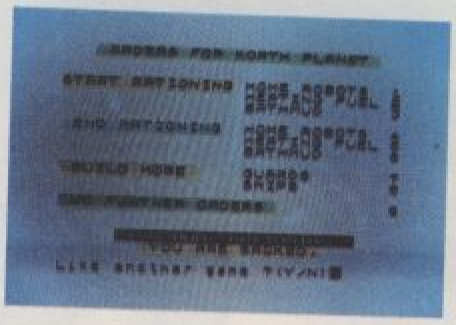
Gradually the shape of the game became clearer — and I had to admire the tactics Scott had used to lull the unwary into a state of complacency followed by total confusion!

Right now I've got a couple more gems to find before I complete the game, and they don't seem to be giving themselves up easily. But I know the game can be solved, for Scott had left a saved game on the disc, with the player just about to drop the last treasure and win. I looked! Well, wouldn't you? Anyway, as the saying goes — "I saw nothing special." Scott had left everything tidy!

•REVIEWS•







How did it compare? Short text messages and descriptions and not a large Adventure map, but I soon realised that this was easier on the eye than watching a mass of scrolling text. Anything new was immediately obvious. And the immediacy of the split screen display and machine code speed added a dimension of drama and suspense.

The locations all have a use and, together with the short text replies, serve to concentrate the mind on the puzzle. Because of that, a solution is demanded in almost a challenging way.

The *Hulk* Adventure comes with a special issue of a Marvel comic which leads up to the start point of the game, but is not necessary for its solution.

Hulk is from Adventure International and will be released in the US and Europe in May in the following versions: Graphics: Spectrum tape, Commodore 64 tape, Atari disc. Text: Atari tape, BBC tape, TRS-80 tape.

There is a possibility of 16k ZX81 text and Oric graphics versions later, and almost certainly a Dragon version by the autumn.

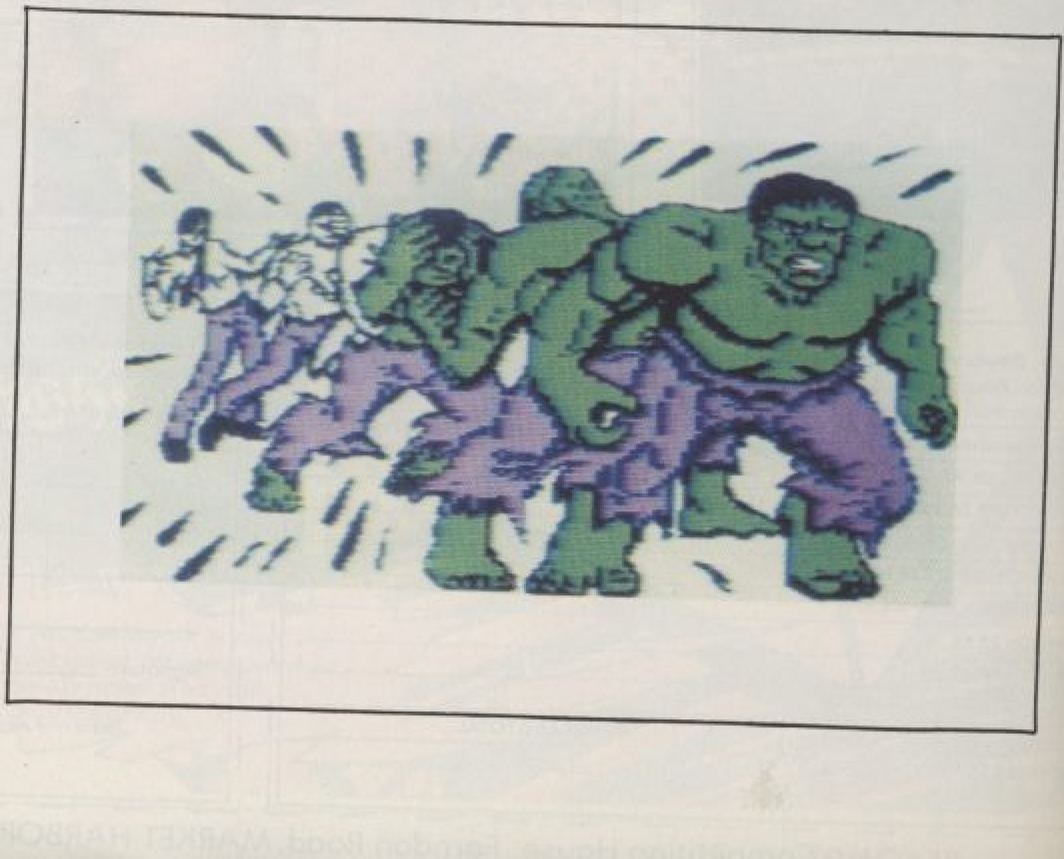
Keith Campbell

CRITICAL MASS

This is an adventure game which is based on the idea that a mad and evil genius has planted atomic bombs in five of the world's principal cities. He then sends out a message to tell everyone about it just to cause as much panic as possible.

You are brought in to try and figure out how to stop him. To aid you in your task, the media agree to not let out any information about the plan.

However, you are on your own. You are playing against the clock and this makes it harder, as the clock runs even if you don't move. So fly down to Miami and spend the nine days you have water-skiing and the world goes boom and you haven't got any further!



This graphic adventure has some interesting extra features. For example, the graphics screen is often animated and if things are happening around you then there is often a visual — the old adventure serial trap of the room with closing walls is also in there and this is accompanied with appropriately animated graphics.

The game also hovers on the realm of video games with sections like the water-skiing in which you have to steer your way round a course in real time.

Can you find the evil Count Stupotino? And, if you find him, can you stop him from blowing up the world? Luckily, if the world does start to glow at night and most of the rest of it vaporizes then you can always re-boot the disk drive and start again.

Critical Mass is from Sirius Software and is for the Commodore 64, Atari 800 and 1200 and the Apple II. It costs £39.95.

John Molloy

FANTASIA DIAMOND

Quest Adventure fans will be delighted to learn that Hewson have now launched Kim Topley's second game — Fantasia Diamond.

Hewson told me that this game is as good as anything on the market so I thought I'd better take a look just to see whether it was true or not.

The family heirloom from which the game takes it name has been stolen and taken to the fortress across the river. It's your job to get it back and also to rescue Boris the Masterspy imprisoned on a previous bid to regain the diamond.

The game features a split screen graphics and text system. The pretty pictures are certainly — but as good as the Hobbit? I'm sorry, Hewson, not by half.

I liked Fantasia Diamond — it struck just the right level of difficulty for me. It is tough — but not so tough that I got the impression I would never solve it in a month of Sundays which was very encouraging.

A well thought out and well executed adventure — in the shops now at £7.95.

Keith Campbell

THE CRYPT OF MEDEA

The clock had just struck midnight as I reluctantly booted the drive of my 48k Apple. Then my problems started . . .

I awoke to find myself in a large mausoleum with marble floors and a dirt floor. The room was deathly silent. Before me lay an unlit candle. There was no way out.

The object of the game is to use logic and cunning to work your way through the maze and find the way out.

The program arrives in a book-sized box which contains a disc containing the program, a manual, various adverts, tip sheets and a warranty card.

The manual, like all of Sir-Techs, was well written and informative. Perhaps too much so in this case, as at the back there is a page headed DO NOT READ ANY FURTHER! THE FOLLOWING INFORMATION WILL REDUCE YOUR ENJOYMENT OF THE GAME.

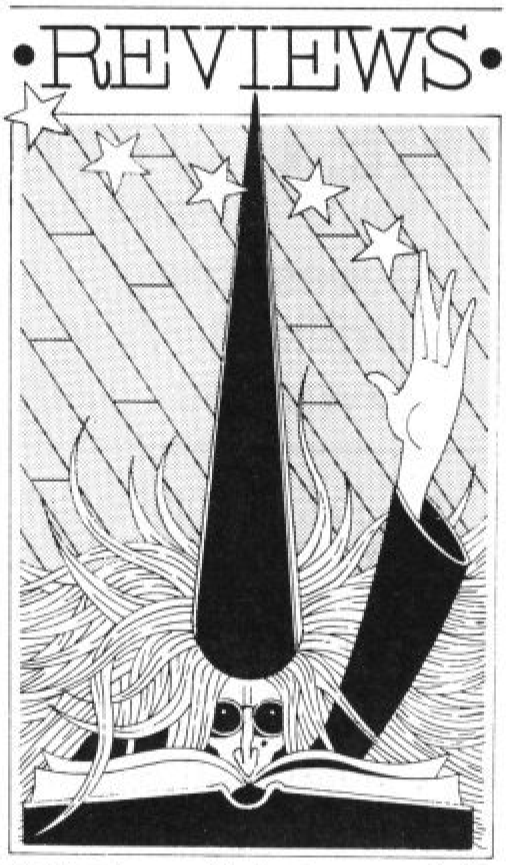
This is a bit like an adventure game in itself, as the whole thing is in a sort of code with all keywords numbered and scrambled and the sentences reading like #1 in the #7 with the #88. This is not one of them!

It also helps the first time adventurer through the first three rooms giving them some idea what is going on and how to get on in adventures.

The hi-res displays are good and give a perspective view of each room. However, to those who are used to certain sequences of rooms, the graphics can be turned off and this can help speed your way.

So can turning off the sound, which consists of a tune when the adventurer completes each minor goal.

Sometimes, this is accompanied by a small cartoon on the text screen to build up the suspense.



An impressive sounding, though untested, feature of the game (due to lack of hardware) is that it will generate speech responses if a Mockingboard is fitted. Luckily, this can also be switched off, for if my computer started to laugh at me because I had died for the nth time, I may be tempted to take a hammer to it.

The game itself is a slightly more gruesome adventure as almost every room has something dead or undead in it. Such is the stuff of which nightmares are made — it's not for the faint-hearted. Remember, this is a graphics adventure.

The Crypt Of Medea is a disk-based graphics, text and sound adventure for the Apple II, II+, IIE and III and is produced by Sir-Tech of Ogdensburg, New York, the creators of the phenomenal Wizardry series. Unfortunately, this is not up to that standard, but, it is a very good graphics adventure.

John Molloy

JERICHO ROAD

Described as an educational adventure, Jericho Road was written by a church minister. It is set in biblical times, in the middle of the first century AD, in and around Bethlehem, Jerusalem and Jericho.

The game has two levels of play — junior and full. I tried the junior version first, in which the aim is to get to Jericho. Wandering around in the hot sun nearly sent me to sleep, as there seemed nothing to do, the only light relief being when I got stripped, beaten and robbed, Along came a priest (trot trot trot). a lawyer (trip trip trip), and of course — you've guessed it!

Child's play, and I learnt little. But then, of course, this WAS the junior version, and I'm sure children will enjoy the sound effects as these various visitors arrive and depart.

Not expecting much better, I tried the full game option — easy enough as it's all there in memory, and doesn't require a separate load.

This version was in the same setting, but I was immediately impressed about how cleverly the full plot had been abridged in the version I had just finished. For the mission was quite different this time, and not nearly so easy.

Thus I was forced to type HELP on a number of occasions and, when there was help on offer, it came in the form of referring me to a chapter and verse in the Bible. This, I found, added a completely new dimension to the game, and suddenly made Bible reading quite interesting. Reading the text gave information vital to the game, both in terms of knowing what actions to take, and getting the answers right when asked questions.

The plot being inextricably tied up with the biblical narration relating to the scenario proved to be a winning formula as far as I was concerned. One thing to watch, though, is your typing, should you get frustrated. This game doesn't understand bad language!

Jericho Road is from Shards Software for 48k Spectrum, priced £5.75.

John Molloy

DEADLINE

It's said that variety is the spice of life, and I'm inclined to agree. After adventuring in untold numbers of mazes to kill ferocious beasts, I found it refreshing to open the file on Infocom's *Deadline*, a game of detection.

Inside the file was a large Inspector's casebook packed with information, from how to take fingerprints to making that all-important arrest, including a photograph of the position of the body,

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in issue of magazine. ....

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

and statements made by the victim's family.

All this gave the impression of a straightforward case of suicide — but being an Adventurer I know that things are never that simple!

The action takes place in a large country house and its grounds. The grounds are the pride of a gardener who becomes indifferent if you go rummaging around in his rose beds, until he decides to show you, that is! The body was found in the library, which appears to have only one entrance, and was locked from the inside.

To solve the mystery, you have to deal with five people, not counting the lawyer, newsboy, or whoever else may happen to call in. Each character responds differently when questioned, so be careful. If someone feels you are getting a little too close for comfort — you could be the next victim! End of game!

Deadline, true to its name, gives you just twelve hours to crack the case. Timing is all important, as characters going about their daily business unintentionally uncover new evidence. It is vital you are on hand to receive their statements for, once given, they are not repeated.

Like all good detective stories, once started, this game is very hard to put down. Until, that is, you have found the perfect solution. For *Deadline*, unlike other adventure games, has many different endings. It's only on finding the perfect solution that you are given a summary of the game.

As with all Infocom adventures, the extent of the vocabulary is very impressive, and very rarely did my full-sentence commands get the response "I don't understand that sentence".

Deadline, for the Atari with a minimum of 32k comes from Infocom on two discs, at £34.50. Expensive perhaps, but worth every penny!

Paul Coppins

EL DIABLERO

The Dragon 32 now has a large selection of adventures available. Those from Dragon Data, I find, are among the best, and of these I put *El Diablero* at the top of the pile.

You wake up in the desert dazed, after having been taught sorcery by an old man. Of those lessons you only have a vague memory, but you know you have to destroy the evil Diablero!

The vocabularly of the game is fairly large and useful. It uses the common verb/noun system — TAKE FISH, GO NORTH etc. On your journey around, you will find such things as mysterious yellow water and large slabs of rock. A magic word has you thinking for hours in search of a possible use for it!

To top it all, the game has the best twist in the tail that I have ever experienced. I can tell you — it left me breathless!

All this sounds great, and it is. *El Diablero* is written in machine code and has all the usual features of adventure games. I recommend it to everyone — it is almost worth buying a Dragon just to be able to play it!

El Diablero, from Dragon Data, for the Dragon 32, costs £7.95.

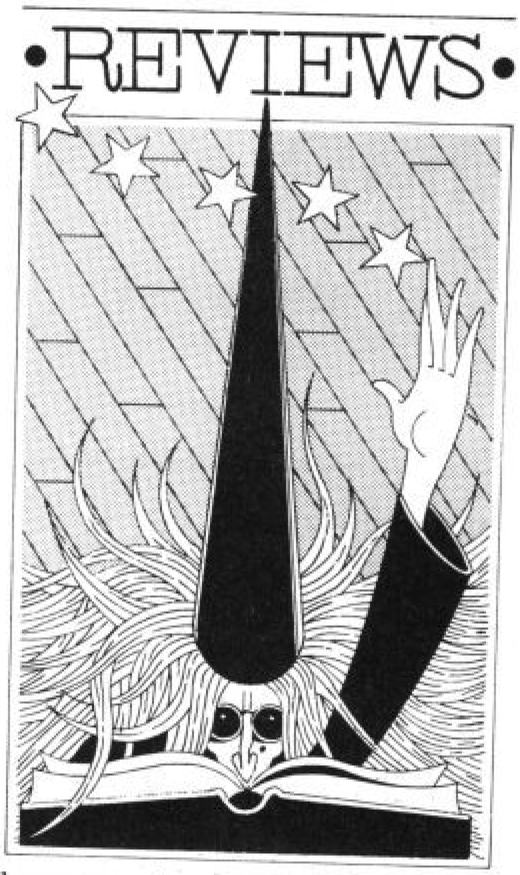
Simon Marsh

SUSPENDED

Having tormented myself with the tortuous paths of *Zork*, and the unlimited boundaries of Starcross, I thought I might try something a little less complex, so I turned to Infocom's *Suspended*.

I should have known better, for this game was every bit as involved as the others from the Infocom stable. *Suspended* had one difference. The game has many skill levels, and if successful on one level, the player can move on to the next.

If all the available skill levels have



been completed (wishful thinking?) then the player can go on and create his own level.

This must be a first in computer adventuring, and I liked it, for it means that as one's knowledge of the game grows, its complexities can be increased.

Suspended comes complete with a colourful gaming board and pieces, plus, of course, comprehensive instructions and a diskette.

As the game starts, the player finds himself awoken from a 500 year cryogenic sleep, during which his mind was monitoring three master computers which maintained the planet's weather, food production and transportation systems. The computers have been damaged, and the objective of the game is to repair them, and meanwhile, to take over manually the tasks of the computers. Failure to do so means the game comes to a low and painful end.

To help achieve this mammoth task, you have control of six maintenance robots which are your eyes and ears. Each robot has its own personality and perception of its surroundings, so you may get six totally different descriptions of each area, and any objects you find.

Most *Suspended* players will, I feel, adopt his or her favourite robot since they are endowed with characteristics that enable the player to associate with them. I found I favoured one called "Poet" since most of his communication was in verse.

Early on in the game the player will soon discover the need to use the game board for, with all six robots in play at a time, it can prove almost impossible to remember who is where!

So there you have it — a game I greatly enjoyed, and one I would highly recommend. *Suspended* is from Infocom, and the Atari version which I played costs about £37.

Paul Coppins

QUEST OF MERRAVID

Described on the cassette inlay as "An Adventurer's Adventure", *The Quest of Merravid* is for the Commodore 64, and is set in amongst mountains in a land called Thargon.

Your task is to retrieve the magical firestone of the dwarfs, guarded by a Dragon. First of all, you must gather together the one set of armour that has been scattered about the land of Thargon. Not exactly a shatteringly original scenario, but I'll try anything once!

So I typed RUN, and found myself in Lower Blackwoods. The cassette inlay told me that to move I could type GO N for GO NORTH. Perfectly correct — but that was all I could type to move north. N and GO NORTH went unrecognised.

The problem is experienced Adventurers are not used to strictly applied non-standard abbreviations like this — it can easily cause them to suffer a nervous breakdown!

Moving on, I soon came across a bucket. Obviously I was going to find some water before long, so I typed GET BUCKET. I got it OK, but to my dismay, the screen cleared and said "OK — your next course of action".

I had now completely lost the details of my location and exits. So I tried LOOK. "I see nothing special" appeared on a new screen.

Unable to believe there was no way of redisplaying my location, I re-read the instructions, tried a few more words, and eventually decided the only way to find my whereabouts was to try moving until I got out, and then move back.

As every adventurer knows, moving blind can prove very dangerous. I was lucky. Or was I?

To see what I was carrying, I typed INVENTORY, TAKE INVENTORY, IN-

VENT, and finally got it with INV. Like it said — you will soon discover the commands.

When I tried to climb a rope, I was told I could only climb up or down. And that was what I was told when I tried to climb up or down — except where I was meant to!

A pity about these annoying features, as the game had quite a nice sense of humour. The player also needs one. And as for "Adventurer's Adventure" — well, you'd certainly need some experience to guess many of the commands!

The Quest of Merravid is for the Commodore 64 or Vic 20 from Martech, at £7.95.

Keith Campbell

KORTH TRILOGY

The Korth Trilogy is a set of three science fiction books from Puffin, each with a computer tape enclosed. On each tape three games are to be found, and each game relates to a part of the appropriate book.

The games are not Adventures, repeat NOT, adventure games. This rather upset me, as the packaging that comes with each implies the opposite. Instead, they are arcade/strategy games but are being reviewed here because the packaging suggests otherwise.

I felt that the books are aimed at the eight to twelve year age group. Thus, if like me, you are out of that category, the stories seem rather boring.

Each member of the trilogy is priced at £4.95 which is good value for money if you are in the appropriate age group and own either a 16k or 48k Spectrum. Of course, for the price, one cannot expect the games to give Ultimate any sleepless nights, but as a package they are superb. So here is a mini-review of each.

The first, *Escape from Arkron* is about three members of Interplanetary Patrol who go to Sirius and find the evil Korth Empire at work. The best game on this tape is Prisoner, where you lead four men on a mission to free Louis and escape, avoiding the deadly robot guards. I found this quite like a Berserk game, but with more robots.

Besieged has only one game really worth playing and that is called Alpha. The aim is to reach the control room of Alpha base and solve the problem of trinary maths to re-program the Korth computer.

Alpha is in many ways a graphical adventure, but as there is no proper vocabulary, and only graphical monster-bashing, it is not worth much more than to say it is great fun.

The last book is *Into the Empire* and the last game on the tape with it is, in my opinion, the best in the trilogy. The game is called Empire, and is one of the oldest games available for micros, being a simulation of the Empire's economy. You have to control the destiny of thirty planets, quell revolts and

•REVIEWS•







supply the empire's needs etc.

Overall, I feel that Puffin did really well with this trilogy. Although it is true that the games are not the best in the world for the Spectrum, they are value for money. You may find the books worth a read too — but do not expect Asimov!

Simon Marsh

DEATH CRUISE

Yet another game from the growing Virgin catalogue. This attempt at Adventure is really rather tedious and does not show the potential I feel Virgin must have.

The game is set on the luxury liner Pacific 1, and among the guests and passengers is H.R.H. King David. The problem is that the evil Mr. Sinister is out to kill him with a bomb!

The way to save H.R.H. is, say the instructions, to find the bomb, the room containing the detonator, and to identify Mr. Sinister.

Well, reading the cover of the game led me to believe that within its tape an Adventure was to be found lurking, ready to treat me to hours of enjoyment.

All I found was a very poor attempt at an adventure game. My main criticism is that the vocabulary is the worst I have ever come across in my life!

For the Dragon 32 from Virgin, *Death Cruise* costs £6.95.

Simon Marsh

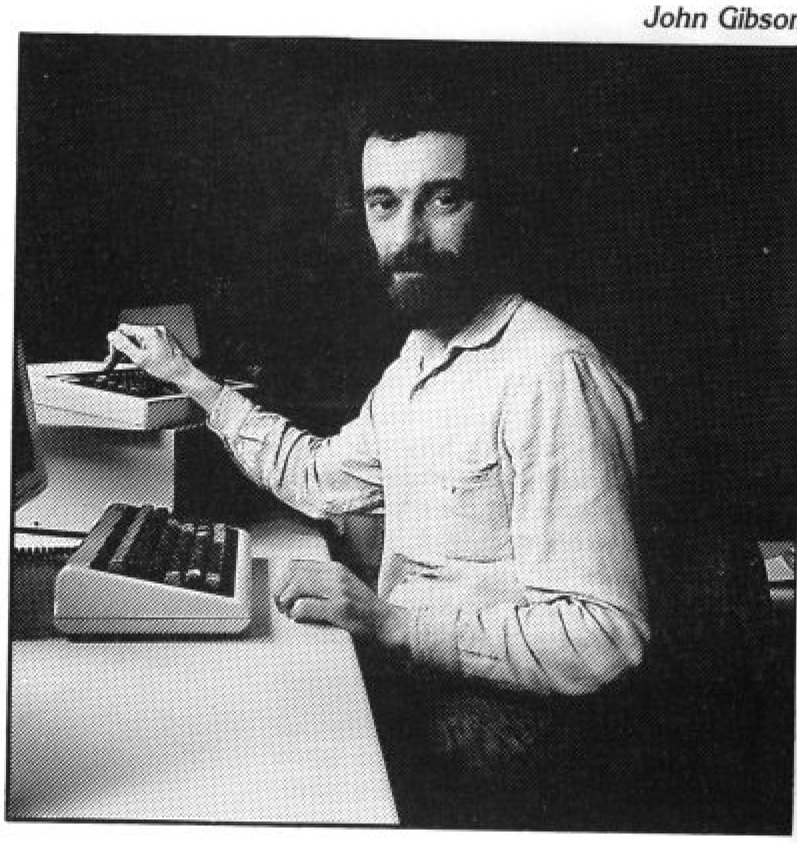
COMING NEXT MONTH
Remember THAT ROOM in Deathmaze 5000? Keith Campbell has tracked down a reader who was seen crawling out of the Deathmaze — and lived to tell the tale! Learn all about the mysterious calculator room AND find out about the safe in Xenos Adventure — only in the June issue of *Computer & Video Games!*



Ian Weatherburn



John Gibson



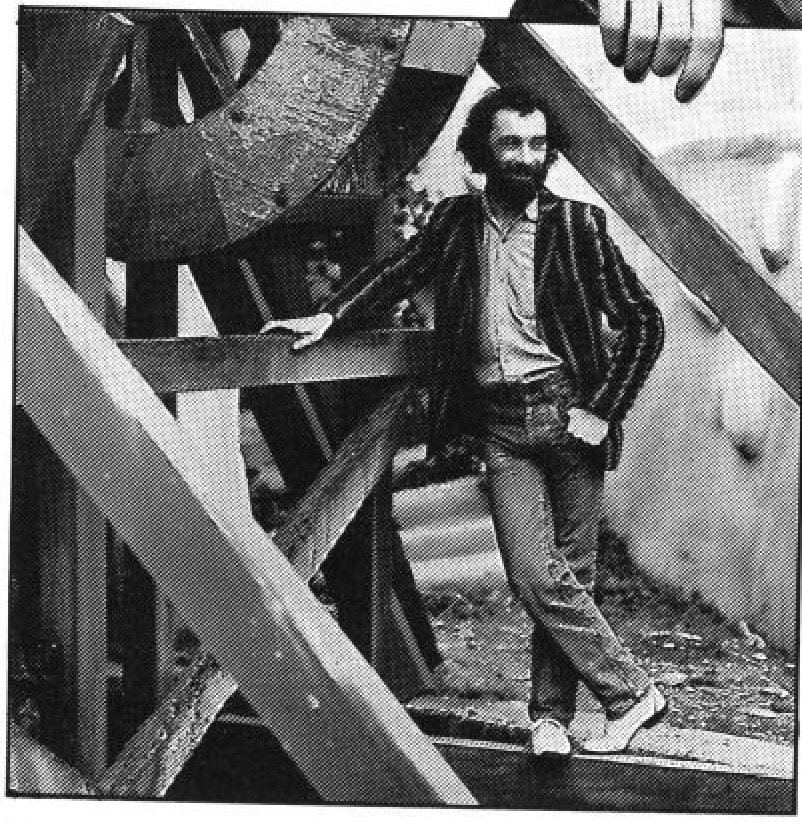
John: "Yes with ZZOOM one of the big problems was getting the graphic perspectives right, for example the line on the road gave a reference point but to achieve real 3D and animation and also ensure that all the objects increased in size realistically was a pain, for example the Extron missile spins toward you and increases in size at the same time, a big problem. Mind you the hardest part was working out some way of not running out of memory in about five minutes flat . . . that must have caused you some sleepless nights with Alchemist."

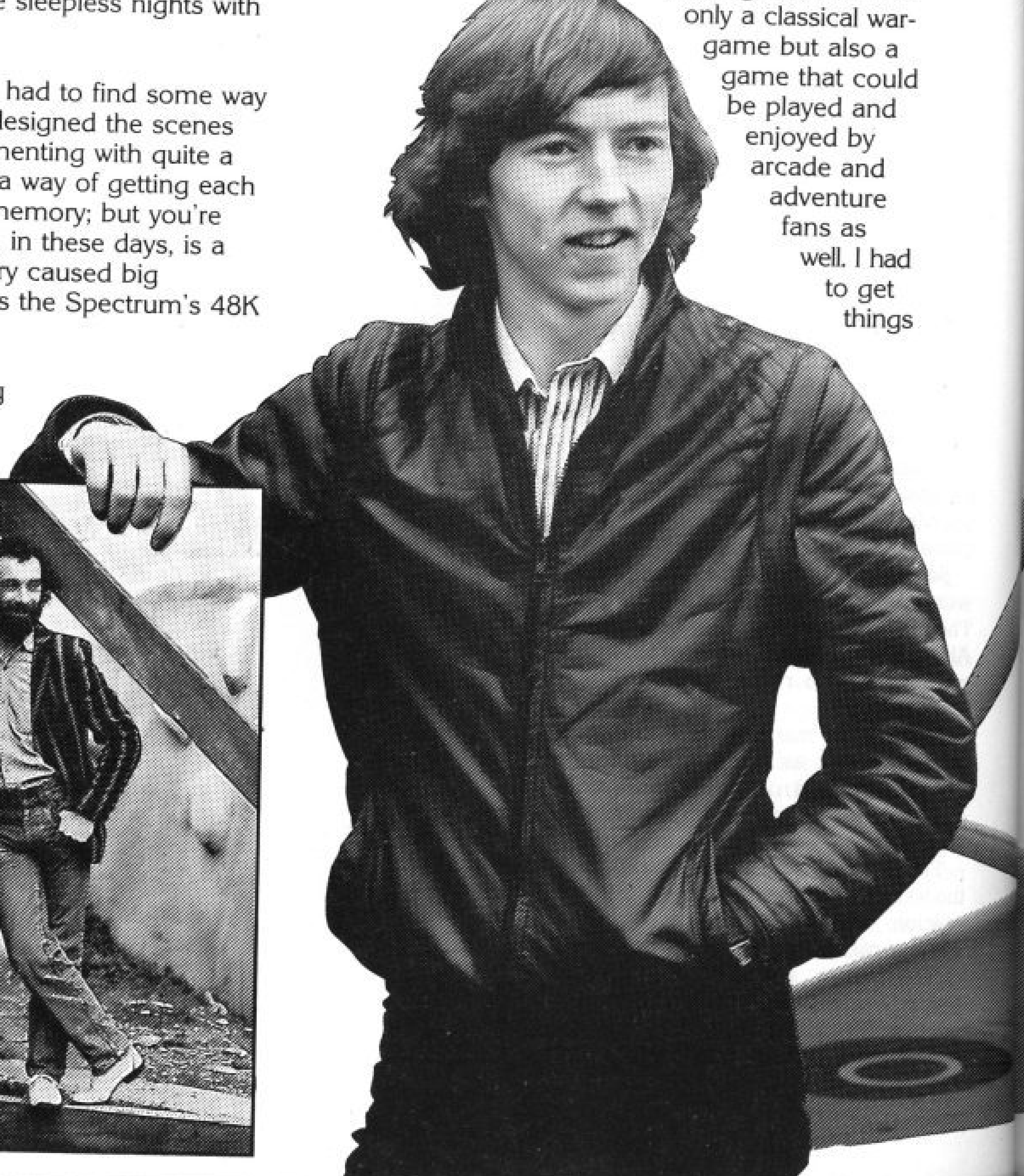
Ian: "Yeh, with so many scenes I had to find some way of compressing everything, so I designed the scenes two screens wide then by experimenting with quite a few techniques managed to find a way of getting each line down to just a few bytes of memory; but you're right getting everything into what, in these days, is a relatively small amount of memory caused big problems. In the old 8K PET days the Spectrum's 48K was a lot, but now . . . well . . . "

John: "You're right that was a big headache with Stonkers, by the time I'd written the raw data I'd used up 21K so bang goes half your memory . . . so it's thinking cap time . . . remember we got together on that one."

Ian: "I'm not likely to forget . . . but we cracked it in the end."

John: "Right, but then I had the problem of making Stonkers not only a classical war-game but also a game that could be played and enjoyed by arcade and adventure fans as well. I had to get things





moving so fast that the player really had to sweat, you know leave them no time to think, with plenty of computer controlled enemy action going on without the player knowing about it, just like a real war in fact".

Ian: "Yeh, its amazing how you can get hooked on playing around with techniques, before I wrote Zip Zap I used to experiment just for fun, but when it comes to producing a commercial product . . . well . . . it's hard work time; the amazing thing is you can sit down at ten in the morning and the next thing you know it's four o'clock the following morning and you suddenly realise why your body aches and your eyes feel as if someone has thrown a hand full of sand into them. The worst thing is entering all the data".

John: "But it's worth it in the end, the best bit I find is when you've finished writing some code and it doesn't crash and you can see it doing what it's supposed to do on the screen, it's like writing a book and directing a film and seeing everything come out right . . . a great feeling."



Ian: "I find some of the coding tricks I come up with really exciting, it's the creative bit I like, mind you the best thing about writing a game is driving around in the BMW afterwards . . . the trouble is mine's been stuck in the garage ever since we got to grips with Bandersnatch."

John: "Yeh and it looks as if it's going to stay there for a few more weeks."

Ian: "Thanks mate . . ."



WIZARDRY

Sir-Tech Software have recently released the third scenario in the Wizardry series — *The Legacy of Llylgamyn* — which offers improvements over the original two scenarios. This seemed like a good time to take a look at what, if it filters down to other machines, could be the future of adventure games . . .

Wizardry is loosely based on the game Dungeons and Dragons which swept into this country from America. This also influenced the laser disc arcade game *Dragon's Lair*. Wizardry is written in Pascal and runs on an Apple but there is also a version of the first scenario for the IBM.

To play the game, a group of characters have to be 'rolled' — this is a throwback to *D&D* which requires a small collection of multi-faceted dice. First a name is chosen for the character. He or she may also be human, elf, dwarf, gnome or hobbit. The computer then generates a number between three and 18 for each of the following categories: strength, I.Q., piety, vitality, agility and luck. These then allow the player to choose a class for the character. The main classes available are fighter, thief, priest and mage.

The more exotic types feature bishops, Samurai, lord or Ninja.

For example, a player with a good strength could be a fighter. The player also has a choice over the character's alignment: good, evil or neutral — this is the character's outlook on life. Some classes are not available to some alignments. For example, a thief who requires a high agility and high luck, cannot be of good alignment. Once all these things have been decided for a group of six characters, you are almost ready to start a game.

The game begins in the castle. And the 'in' place to go in the castle is Gigamesh' Tavern. This is where you go to get your group together. Here you add the members of the party one by one. This is true of whichever scenario you are in. On your first visit and once the group is assembled, you will have to leave the tavern and visit Boltacs Trading Post, the only shop in the castle. Here the young adventurers get together the equipment needed for the battles ahead. What you need depends entirely on what class of character you are. A magic user can only wear robes to cast spells in, for example.

Before the game begins, I will point out a few of the other places of interest in the castle and what they are used for.

The Adventurers Inn is where you go to rest. When you rest at the Inn, your hit points, which is how much damage you can take, are returned to full after the battles in the dungeons.

You advance to new levels of the adventure by getting a certain number of experience points — the higher your experience level, the better you are at doing things.

Magic users and priests get more and stronger spells, fighters get better at fighting and kill the monsters with more ease and thieves get better at identifying and disarming the traps on the chests.

The Temple of Cant is where to go to be 'put back on your feet' if you have met with small setbacks such as death or maiming etc. The final option in the castle is to go to the edge of town. This is where the fun begins.

All this may sound like a lot of things to do before a game commences but the characters grow with the playing of the game.

From the edge of town, you have access to the training grounds — which is where the characters are 'rolled' — or to the maze. The maze is the section relevant to the scenario and I shall give you a rough overview of three as any more would spoil the game for anyone who is likely to ever try it.

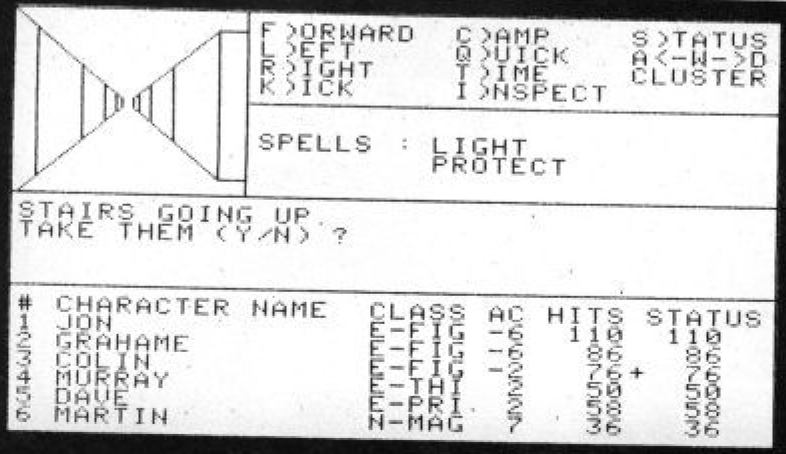
The general idea of the game is to explore and map the dungeon, completing a given task on the way. This may take a long time indeed, but with the assistance of your spell casters — there are two main types — it should prove very interesting.

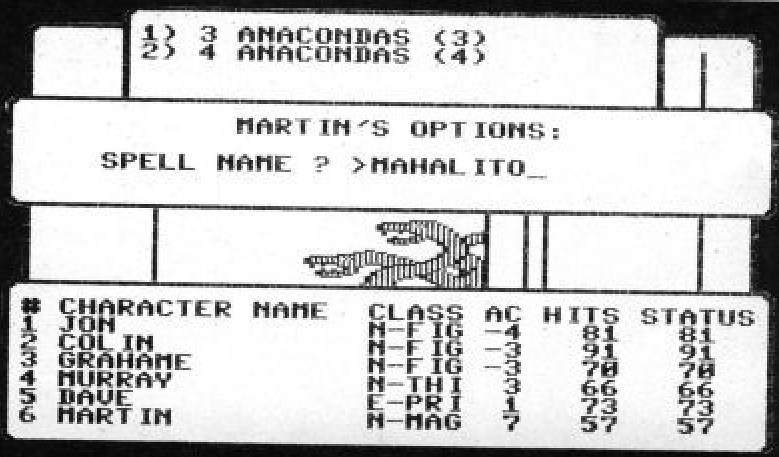
It is the spell casting which is a great improvement over *D&D*. All the spells are named and are cast by typing in the correct name. An example from the two magic types are Dios in the priest spell book, which cures from one to eight points of damage on one of the party, and Katino which is a mage spell which causes one group of monsters to fall to sleep.

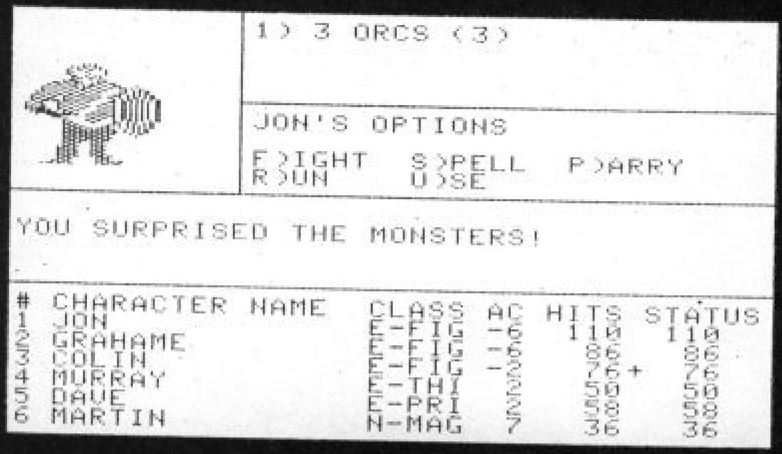
The screen switches over from the text screen to the hi-res graphics screen and you are presented with information in various windows. In the top left corner of the screen is an image of what you can see directly in front of you. It is displayed as a 3D line drawing of the corridor.

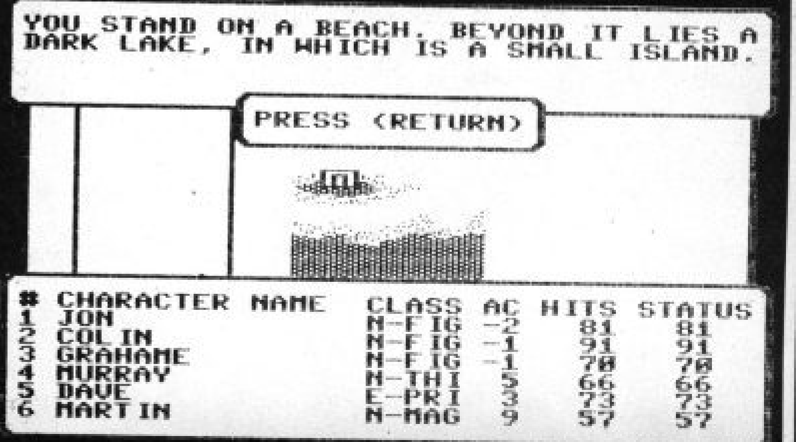
To the right there is a summary of available commands, and beneath that there is a list of what spells are 'up': light, protect etc. At the bottom of the screen there is an area which shows the condition of the various members of the party. By pressing the appropriate keys, the party moves off down the corridor. At this point, the player should be making maps as accurately as possible. A fair hint worth pointing out is that the only time I have had problems in the game is when I have thought that I knew what was going on and stormed triumphantly ahead only to lose my way totally, usually accompanied by death.

When the party reach a door, they have to kick it down to get at what is beyond. These doors magically reform themselves as they have to kick their way out as well. Eventually the party will









stumble across a group of monsters and this is where the hacking and slaying starts.

The display of the room gives way to a small picture of the monster you are up against. This gives you a clue as to how to kill it as certain monsters can be dealt with in certain ways.

The party is given the options of what to do. The first three can fight if they want but, if not, they can also parry, use an item, cast a spell or run if the going looks bad — as can the rest of the party. If the run option is chosen, the whole party attempts to flee the scene, not just the character who selected the option.

If they survive the battle, then they could camp to let the priest cure some of the damage to the party, swop gold or even examine or identify magic items.

As experience is gained, the party can make its way further into the dungeon — where the monsters get a lot more aggressive and can do a lot more damage — until they get to the point where they have to complete the quest on which they have been sent.

THE WIZARDRY TRILOGY

The Proving Grounds of the Mad Overlord is the first disk in the series and the catch is that you must have this disk to play the others in the series. This is the only disk on which you can 'roll up' characters.

The quest involves an amulet stolen by a nasty character called Werdna. The party have to find Werdna, who is somewhere inside the ten level dungeon and, after doing battle with him, return the amulet to the castle.

The Knight of Diamonds is the second of the scenarios and is a sort of extension of the *Proving Grounds*. The artifact that has to be rescued in this case is the Staff of Gnilda. But along the way you have to find the armour belonging to the legendary Knight of Diamonds. It is a six level dungeon and is for characters from 13th level upwards.

The Legacy of Llylgamyn is a different story. For a start, the characters you have turned into superheroes during the time you have spent playing the first two scenarios die instantly upon entering this scenario. However, all is not lost because you become the descendants of the characters from the earlier scenarios.

I'm afraid that this means your level 45 thieves are reduced to level one thieves again and you have to go back to Boltacs to buy new equipment but your ancestors have bequeathed talents to you, such as highish requisites and high hit points.

The quest in this scenario is to remove a mystical orb from the great Dragon L'kbreth. But L'kbreth has drawn together mighty magic from both good and evil to protect it.

I have not touched on Wizardry's addictive qualities. Because the characters grow as you play, you tend to want to try and 'break the next level'. This leads to the infamous 'just one more short trip as xxx is only a few thousand points off a level'. Having shown it to the crew with whom I used to play *D&D*, they were so impressed that I couldn't get rid of them until 4 or 5 am in the morning!

This is the future of Adventure games where players can relate to characters and each character has its own history. If this was taken into the realm of time sharing and separate groups could play in the same dungeon simultaneously, then I for one would not leave my keyboard for months. As it is, Sir-Tech have got a lot to answer for in our house.


We've just won an award for blowing



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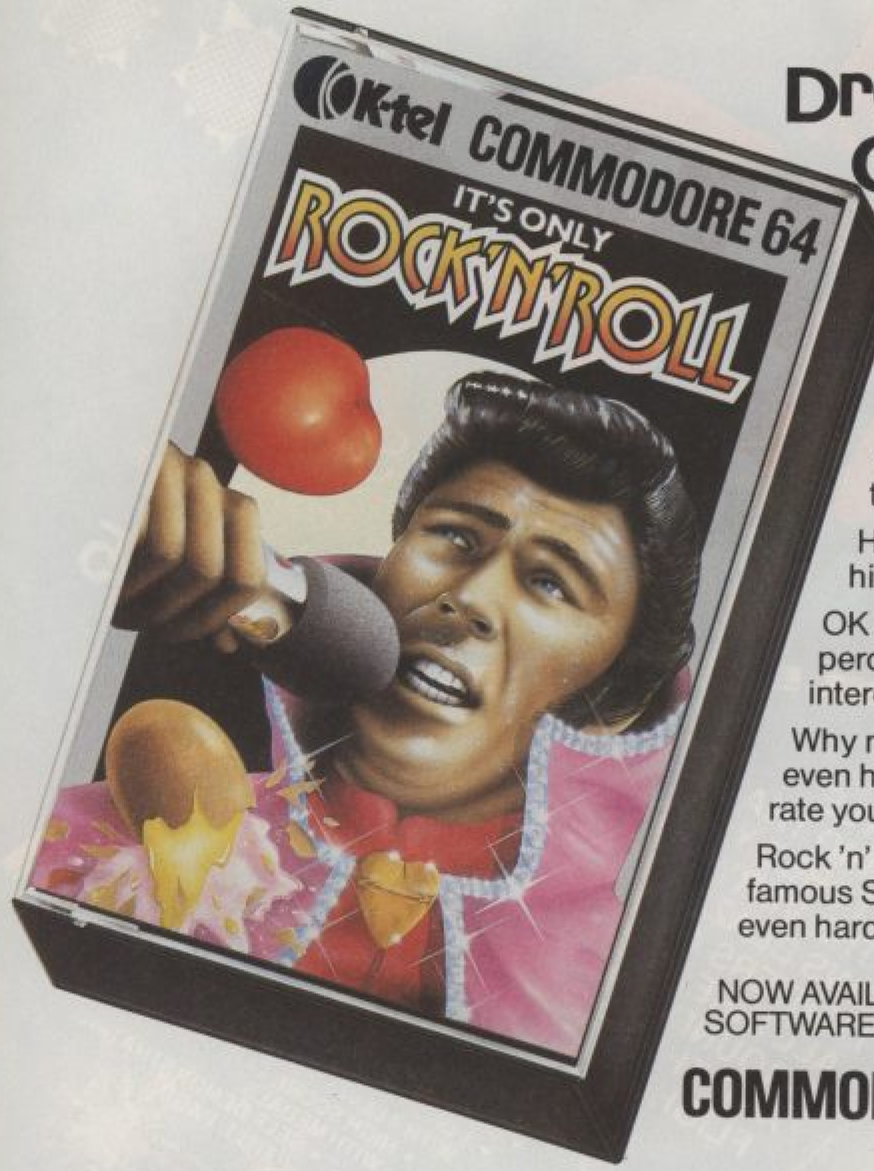
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MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
IT'S UNCANNY! IT'S AS IF HE HAD A SPY IN THE MICRO!
HUH!
THERE HAS TO BE A SIMPLE EXPLANATION FOR OUR PROGRAMMER'S SUCCESS!
I'VE FORGOTTEN WHAT THE PROBLEM WAS!
OUR PROGRAMMER HAS INTRODUCED A SPY INTO THE MICRO-THE SHADOWY BUGSPY MALONE! THE BUG'S BUGGING QUOTA HAS TAKEN A DIVE SINCE BUGSPY ARRIVED!
LOST MEMORY
BY THE GREAT ROM, YOU MAY BE RIGHT SNAG JNR. WE MAY HAVE TO ACCEPT THE POSSIBILITY THAT... (SOB!) OUR PROGRAMMER IS BRIGHTER THAN WE THOUGHT!
EEK! SUCH LANGUAGE! GO WASH YOUR MOUTH OUT!
IF THERE'S A SPY IN THE MICRO HE'LL HAVE TO BE NOBBLED! T. HITCH WILL SEARCH THE PROGRAM FOR HIM WHILE WE HOLD AN UNSECRET MEETING!
LATER
LOUD CHATTER! LOUD PLOT! LOUD SCHEME!
ENTER BUGSPY MALONE
BUG MEET
AGENDA: FORTHCOMING BUGGING PROGRAM
SKID!
..AND WE'LL BUG HIS NEXT PROGRAM ON LINE 400 -- AGREED!
AHAHA!
AHA!
SCRIBBLE!
BUGSPY SNEAKS ALL TO OUR PROGRAMMER.
WARNING
SO! I SUGGEST YOU REWRITE LINE 400 AS LINE 405 AND SIMPLY DELETE LINE 400...
INSIDE THE MICRO. MALONE'S MILLISECONDS ARE NUMBERED!
.. YOUR PERCEPTION WILL AMAZE, UPSET AND GENERALLY CONFUSE THE BUGS.
HAVE DONE MALFUNCTION.
HEE! HEE! HAVE YOU PROGRAMMED IN OUR LINE 400 YET HITCH?
THE COUNTER-ATTACK IS TYPED IN...
GOTCHA AGAIN BUGS! SNIGGER!
TAP! TAP!
SUDDENLY!
SQUIRK!
YEEK! MY SPY'S BEEN ZAPPED!
.. SO T. HITCH CONVERTED LINE 400 TO THE BUGSPY'S FIRST PROGRAM LINE.
CHORTLE!
HEE! HEE! SO DELETE 400.. DELETE BUGSPY. GIGGLE!
SOB!



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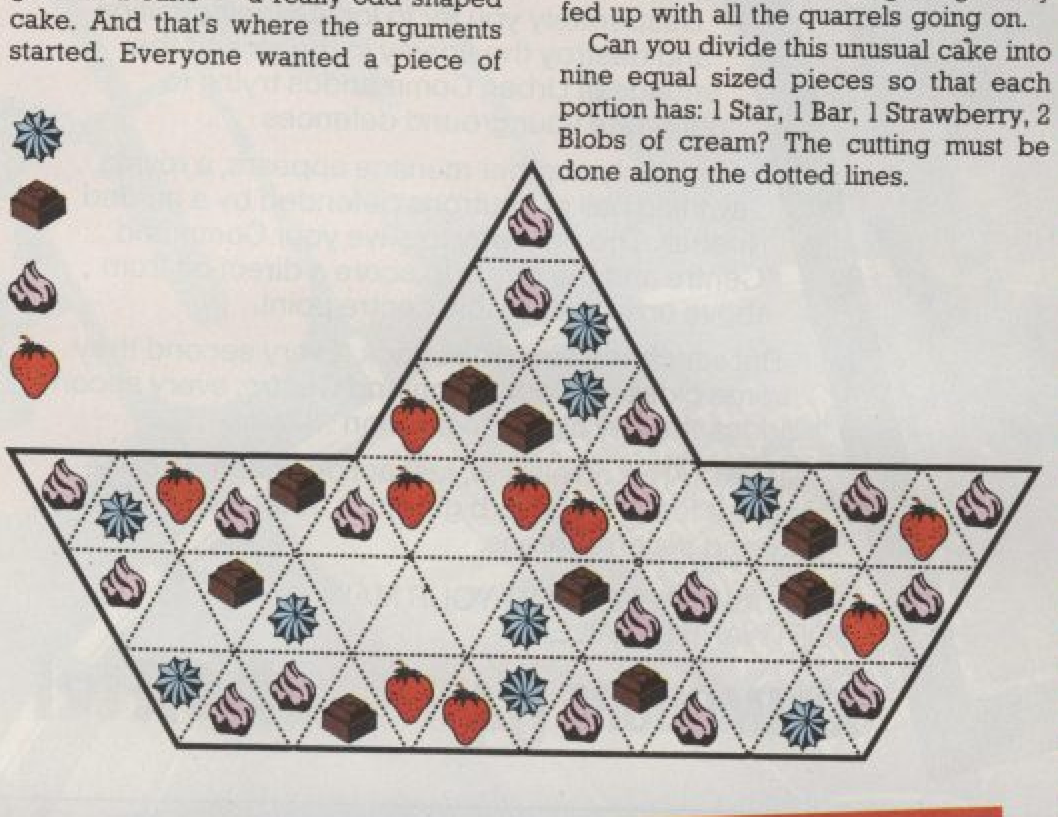

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PUZZLING

NINE WAY CUT

It was Uncle Eugene's birthday and all the *C&VG* mob clubbed together and got him a cake — a really odd shaped cake. And that's where the arguments started. Everyone wanted a piece of cake with one star, one chocolate bar, one strawberry and two blobs of cream on it. No one would be satisfied with less. Uncle Eugene was getting really fed up with all the quarrels going on.

Can you divide this unusual cake into nine equal sized pieces so that each portion has: 1 Star, 1 Bar, 1 Strawberry, 2 Blobs of cream? The cutting must be done along the dotted lines.



BY TREVOR TRURAN

PULLING THE WOOL

Sluffy's gang, whose escapades were recorded in our March issue, have benefited little by being found out so easily and have again turned to big time crime.

For their latest venture, they enlisted the help of their wives and headed for the South Downs for a spot of sheep stealing.

Each member of the gang played just one vital part in the master plan: stealing the lorry; holding the torch; roping the sheep; loading the fleeces; lookout and shearer.

One of the gang, posing as a camper, actually strolled up to a farm and asked if they could plug in the lead to their electric razor!

When questioned later, they tried their usual ploy of mixing up truth with falsehood in the hope of confusing the police or the court. One of the men made two true statements, another told one lie and one truth and the third told two lies. Each wife acted in the same manner as her husband — either told two truths, one of each, or two lies.

'AMMER:
Basher loaded the lorry.
Dora sheared the sheep.

BASHER:
Fiona stole the lorry.
Clogger was the lookout.

CLOGGER:
Edna stole the lorry.
'Ammer was the lookout.

DORA:
Fiona loaded the lorry.
Clogger roped the sheep.

EDNA:
Basher held the torch.

FIONA:
Edna did the shearing.
'Ammer stole the lorry.

Can you sort out the truth about who did what and say who is married to whom?

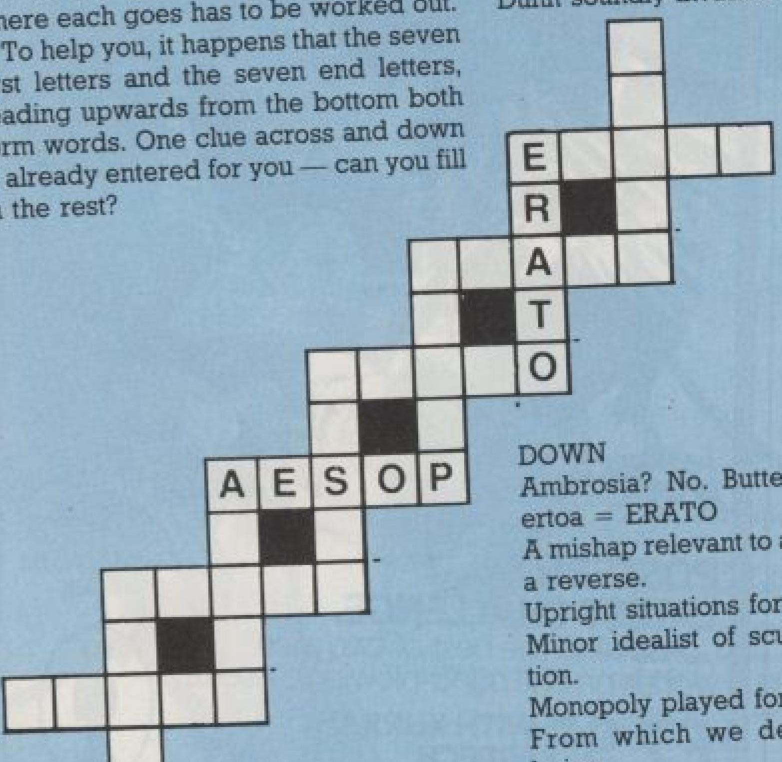
SEVENS UP

The solution to each pretty cryptic clue is an anagram of five consecutive letters taken from within the clue itself.

The one slight snag, which may hold up entering the answers into the grid for a moment or two, is that the clues are not in any particular order, so just where each goes has to be worked out.

To help you, it happens that the seven first letters and the seven end letters, reading upwards from the bottom both form words. One clue across and down is already entered for you — can you fill in the rest?

ACROSS
Short tales of animals that hop seawards. opsea = AESOP
Palindromic clarity.
Joints for unsoiled girders.
Imbroglio opposed due to illness.
Find a nice spot for woodcutters.
Dunn soundly invaded new territory.



DOWN
Ambrosia? No. Butter toast to amuse. ertoa = ERATO
A mishap relevant to a sufferer. Fight off a reverse.
Upright situations for tosspots.
Minor idealist of sculptural consideration.
Monopoly played for light relief.
From which we derive all kinds of being.

By Timeshrinker

TREBLE CHANCE

It is at about this time of year when there is a sudden increase in moodiness. All over the country long faces can be seen pensively sucking a pencil and looking as if life has no further meaning. They all have a sense of loss but cannot quite place what is amiss.

They can be seen aimlessly watching a black television screen on Saturday afternoons.

The answer is simple — the football

16	30		26		14		25		11		19	8
	6			13		28		14		16		7
	20			20				13				6
25		30	23		28				17	8		5
20			15		13	30	23		5		29	4
		1		3				24				3
9		14	29			25					30	2
	23	16		26			21		18		18	1
A	B	C	D	E	F	G	H	I	J	K	L	

season has ground to a close and there are no more pools coupons to be filled in. We can discount that Australian summer rubbish — such long distance gambling is like chucking a milk bottle into the Pacific in the hope of catching a bar of gold!

It is at such times that there is an outbreak of unsightly graffiti on public walls — the urge to put a cross has to be worked out somehow.

To that end, we have devised our own little Treble Chance — it may save you appearing in court on a charge of misspelling Dyslexia Rules—KO? — and you may win a prize so fabulous that it makes a pools fortune seem mere pocket money.

All you have to do is put three (yes, three) X's in three squares of our coupon.

Well, nearly all — there is a bit more to it than that. The idea is to form a CLUSTER of numbers — that is, a group of numbers joined together horizontally or vertically. There are various small clusters lying about already, such as 30, 23 and 15 left of centre.

The idea is to use your crosses to link numbers together and form a bigger cluster.

Your crosses must all be in the same cluster and there must be no dirty or devious work at the crossroads — each cross must help to make links between numbers and not just sit there doing nothing. The judge will be severe on artful dodgers.

When you have made your choice, find the TOTAL of all the numbers in your one cluster.

To get your SCORE, divide your total by how many numbers there are in the cluster.

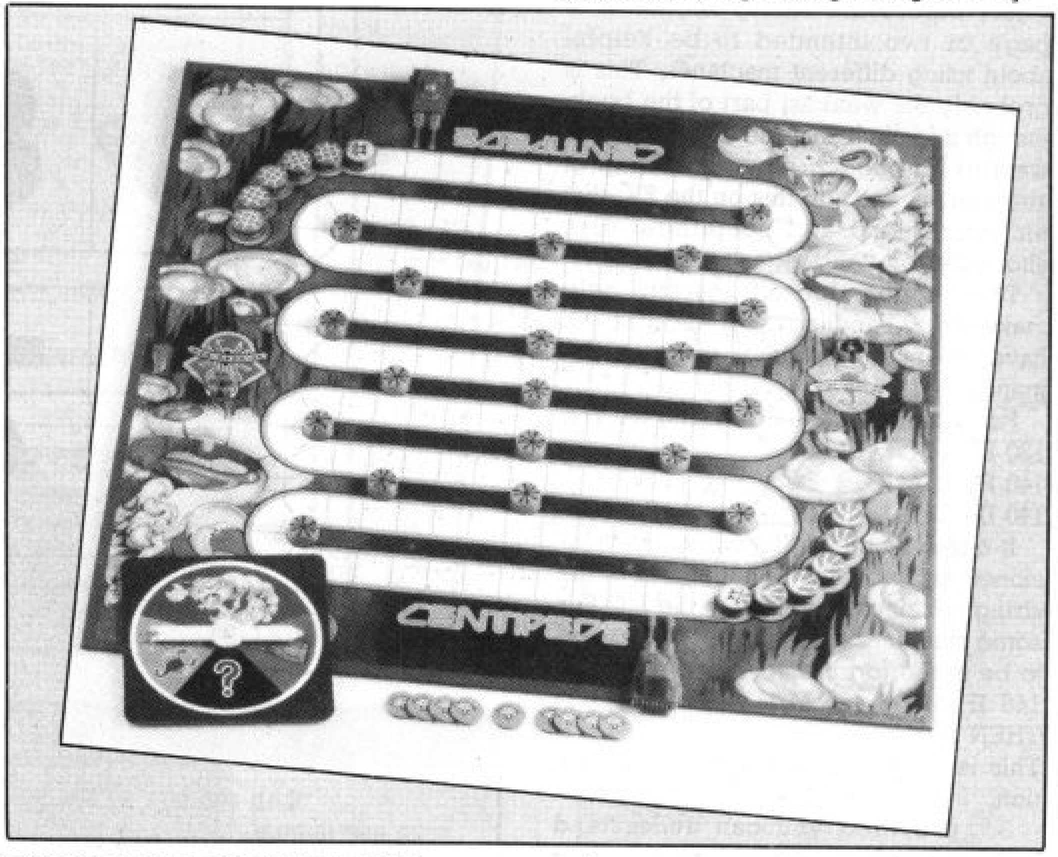
Thus, if you put your crosses straight across the top edge at G8, 18 and K8, then your cluster would consist of 14, 28, 25, 14, 13, 11, 16 and 19.

The TOTAL is 140 so the SCORE is 140 divided by 8 (8 numbers) which is, yes you can use your computer, 17.5.

The aim, naturally, is to get the highest score. To enter, simply bung your personal details onto a card or letter and give the reference of the three squares you wish to fill.

Tell us what you make the total and, nice and clear please, your SCORE. Decimals count, but not more than eight places! Send the whole thing in to Treble Chance, *Computer and Video Games*, Durrant House, 8 Herbal Hill, Londond EC1R 5EJ and you may be lucky!

Five lucky winners will get one of Milton Bradley's wonderful boardgame adaptation of top arcade games. We've got our hands on five copies of MB's latest game based on arcade Centipede. So get puzzling and get lucky.



BOOK REVIEW

Brainteasers For Basic Computers, by Gordon Lee
Shiva Publishing Limited
ISBN 0 906812 36 4
Price £4.95

The idea behind this slim volume (124pp) is to offer 50 puzzles which can be solved by writing a fairly short computer program.

As the author points out in his introduction, most computer books either offer a manual or a listing of games to be typed in, and they are usually machine specific.

In this book, the user is challenged to write a program which will carry out the number crunching task posed by the puzzle.

None of the puzzles is claimed to be particularly new or original and puzzle fans will recognise some as being pretty old, such as Cannon Balls, Chuck-a-Luck and The Monkey and the Coconuts.

What is new is that the middle, and largest, section of the book gives a program listing, in pretty basic Basic, which indicates one line of attack in achieving the desired result. Thus, by trying a puzzle or two and maybe not getting very far, a study of the listing will give the novice — either to puzzling, or to programming — an easy to

follow outline which will be of use in tackling other puzzles.

There is a short solution section at the end, which is really there to confirm what your program should have found.

The book is neatly laid out and there is a bonus for us all in that the listings are printed properly instead of looking like a distant copy of a listing which has been used to wrap the fish and chips.

The puzzles are of just the right type to promote an interest in programming. They do not demand too much mathematics, though a spot of thinking about the range of possible answers may well lead you to write a better program which takes less time.

Just before the listing section is a page or two intended to be helpful about using different machines. This is probably the weakest part of the book, though it is clear that the author did not want to be bogged down in a heap of alternatives and "do this on the ZX, that on your Sharp and something else altogether on your Vic".

The section doesn't actually help make string handling clear and you will have to know what your machine demands.

For instance, in the first listing we get:

```
130 FOR M=1 TO 5
140 FOR L=M+1 TO 6
140 IF C$(M)=C$(L) THEN GOTO 250.
```

It does not mean that C$ is a DIMensioned array but the Mth member of the string is being compared to the Lth. For some machines at least, this would need to be in the form:

```
140 IF MID$ (C$,M,1)=MID$ (C$,L,1)
THEN 250.
```

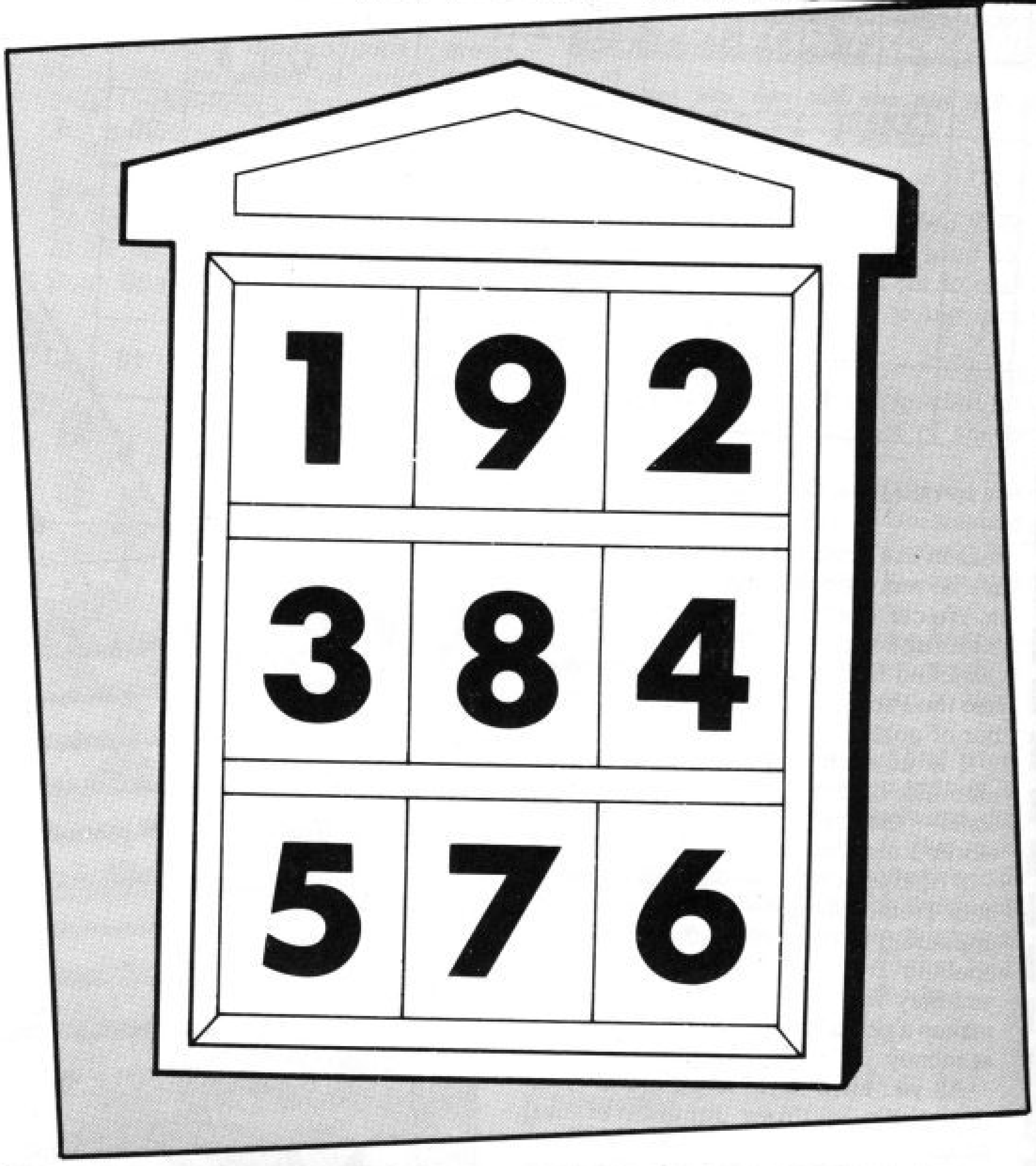
This is not mentioned in the help section.

So, provided you can understand enough about programming your machine to make these small adjustments, the 50 puzzles, though they may not seem a lot for the cash, will give you many hours at your machine which will require a lot more of you than hitting Z for left, X for right and SPACE to fire!

To give you a taste of a book I would warmly recommend as the intelligent person's alternative to zapping invaders, here is one problem, with which that listing extract above is directly concerned . . .

The other Sunday, the hymn numbers on the board appeared as shown. It caught my eye because I saw that all the digits were different. I then noticed that the second hymn number was twice the first, and the third was equal to the first two added together.

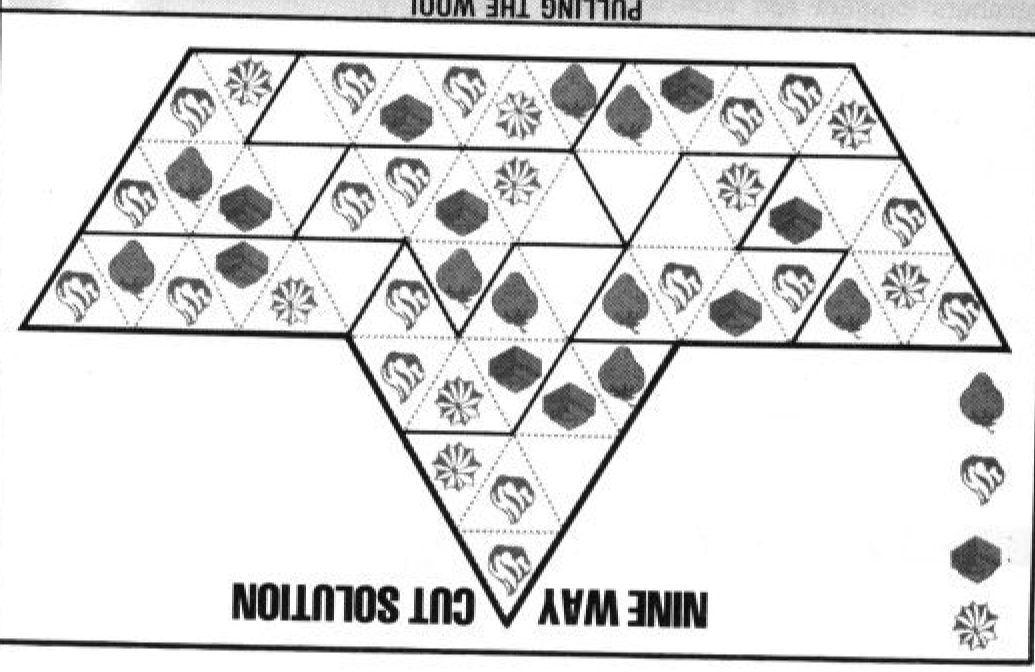
This made me wonder if there were any other 'sets' of numbers, all different, that could be formed into three, three-digit numbers with this property.



SOLUTIONS

PULLING THE WOOL

'Ammer was the lookout. Basher held the torch. Clogger roped the sheep. Dora sheared the sheep. Edna stole the lorry. Fiona loaded the lorry. Clogger and Dora make one couple — they told the truth both times. Basher and Fiona both lied each time. 'Ammer and Edna told one lie and one truth.



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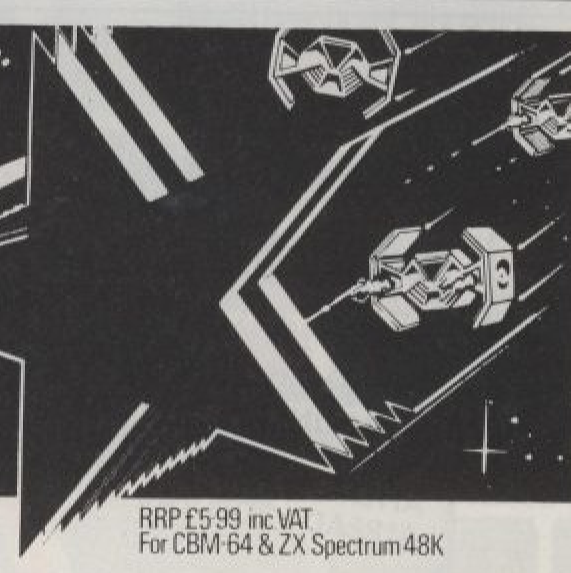
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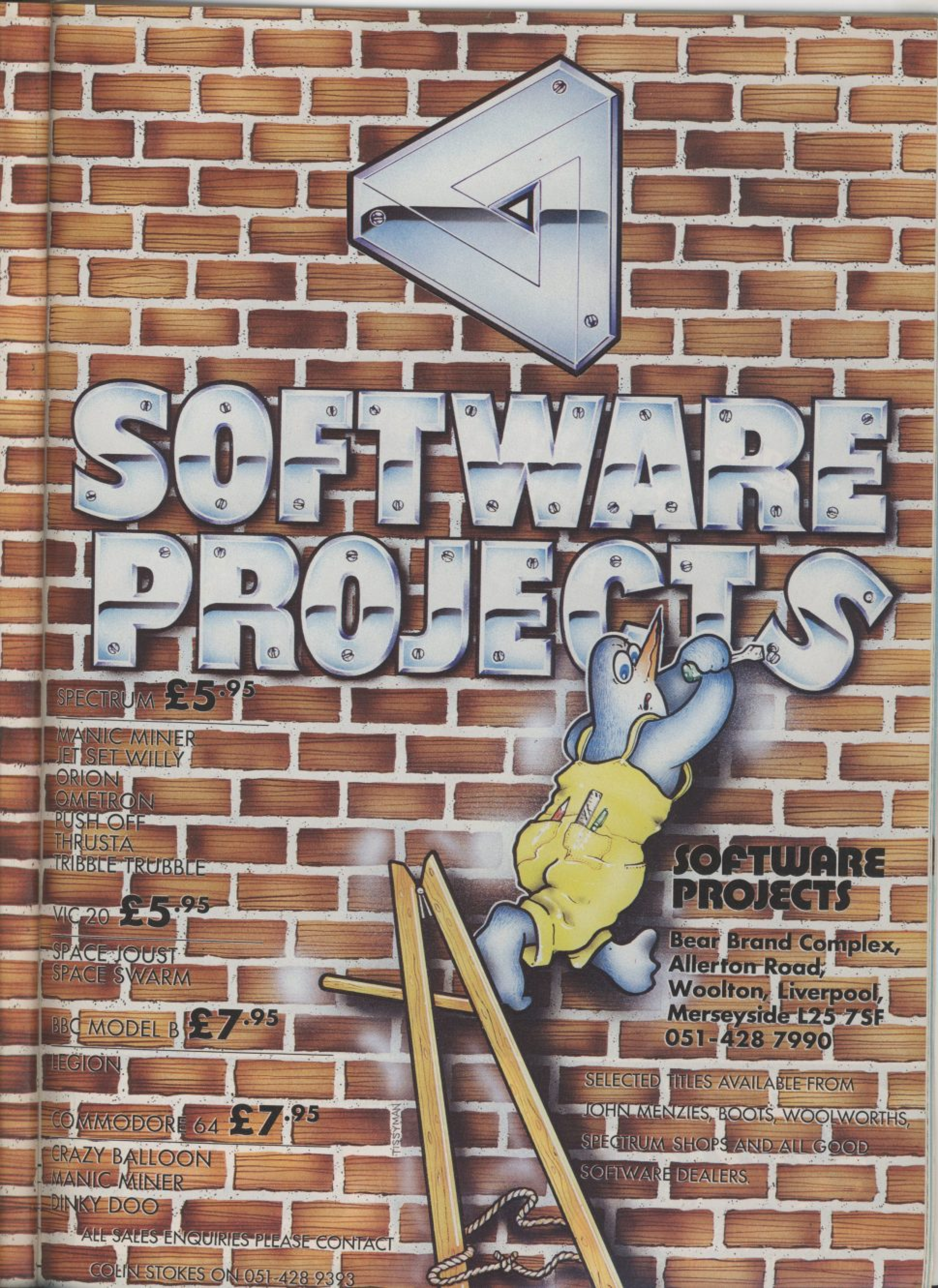
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DIAMONDS

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5) Robert Fairman, Thorplands, Northampton — 600,119

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MANIC MINER

1) Daryl Unwin, Camberley, Surrey — 5,000,083
2) Paul Rattray, Kinnoull, Perth — 2,642,037
3) Julian Rignall, Dyfed, Wales — 2,000,923
4) A. Procter, Leeds — 1,970,815
5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSEC

1) Stephen Lawson, Bramely, Leeds — 5,534,700
2) Grant Smith, St Albans, Hertfordshire — 4,327,000
3) Raymond Walton, Carlisle, Cumbria — 4,091,900
4) Ian Cartwright, Stoke-on-Trent — 3,576,100
5) Brian King, Canterbury, Kent — 2,483,200

PLANETOID

1) Simon Killoch, Weymouth, Dorset — 1,114,100
2) Richard Tipper, Chesterfield, Derbyshire — 721,700
3) Paul Dhonan, Reigate, Surrey — 696,200
4) Matthew Constable, Andover, Kent — 682,800
5) Peter Harrison, Exeter, Devon — 593,550

THE PYRAMID

1) Giles Ahern, Surrey — 137,499
2) Alastair Douglas, Northern Ireland —137,077
3) Joanne Thompson, Merseyside — 136,731
4) Scott Hamilton, Lanarkshire — 136,616
5) Graham Phillip, Wiltshire — 136,233

ZALAGA

1) Malcolm Cooke, Romsey, Essex — 850,090
2) Ian Stuart, Forteath, Scotland — 735,620
3) Chris Waymark, Petts Wood, Kent — 546,690
4) Sunjay Jain, Normanton, Derby — 286,000
5) Piyush Patel, Hornchurch, Essex — 250,140

Name ....
Address ....
....
....
....
....
I scored ....
Game ....
It took me (approx.) ....
Witness's name ....

HALL OF FAME

N·E·X·T M·O·N·T·H

CONFESSIONS OF A C&VG ANDROID

"Attention humans everywhere! This is Supreme Battroid Ser-20 talking at you. Hear this, you puny beings — we have taken over the *Computer and Video Games* headquarters and won't be leaving until these people have told you the truth about robots. OK, Zac-5 Robots and androids!

We're not just stupid slaves you know — or nasty, evil, overbearing monsters either. I quite like oil-painting when I'm not off rushing around the galaxy on missions like this. But while I'm here, I'm going to do a lovely little miniature of your wonderful tower blocks. It won't take me long, so you'd better get cracking on this robot business!"

Phew! Has he gone? Good. Look, it seems as if we're going to have to tell you all about robots next issue whether we like it or not. I've got this list of things I've been told must go in and actually it looks quite — sorry, VERY — interesting.

How about this. Build your own robot for a pocket money price! Yes, we've got our hands on some plans these gentlemen brought with them for a little computer-controlled robot that will amaze all your friends! Watch out for the diary of a robot in the next issue of *C&VG* — better than *Coronation Street* any day.

What else is there then? Well, we might just be able to get hold of a real live robot to give away in yet another of our wonderful competitions. And we're bound to be giving lots of other fun prizes away too! Just you wait and see.

There will be lots of robot-type games listings too, plus all your favourite regular features and pages of news and the reviews you know you can trust!

We'll also be bringing you part two of *Quo Vadis?*, our brand new play-by-mail treasure hunt puzzle. You can win yourself a wonderful Coleco Adam micro-system — brand new from the US of A! This new computer comes complete with everything you need to get started in style — including a printer and disc-drive.

Then we take another look at our new Games Software Top 30 brought to you by *C&VG*, the *Daily Mirror* and NOP Market Research.

This chart is the first and only truly independent top 30 chart — so you'll be able to discover just who is really number one in the world of computer games. Beware of all other imitations!

Don't forget, for the most up-to-date chart news, watch out for the *Daily Mirror's* chart rundown every fortnight.

Look, I'm going to have to push off now. That irritable robot is on his way back, shouting about the office Pet.

He seems to think we've been ill-treating it by making it deal with the Seventh Empire . . .



EXCLUSIVE! JOIN THE JET SET

So you've just got your copy of Jet Set Willy have you? Good isn't it? Well, did you know that Matthew Smith, the genius behind that top selling *C&VG* Golden Joystick Award winning game, Manic Miner, and the long awaited sequel, Jet Set Willy, has been working on a top secret project for *Computer & Video Games* magazine? You didn't, did you? Well, now all can be revealed.

We've persuaded Matthew to write a special Miner Willy game just for *C&VG* readers! Matthew has delved into his imagination to bring you an exclusive, action-packed Miner Willy adventure. And all you have to do to get it is buy the June issue of *C&VG*.

This is the first of several games written for us by the country's top games programmers. Watch out for an exclusive PiMan game in July with more great games to follow during the summer.

So, discover what Miner Willy does next in the June issue of *Computer & Video Games* — the magazine that brings you the best games action around!

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DEFUSION Time is running out . . . you are only seconds from an explosive experience.

A live bomb ticks menacingly as you try to get near enough to defuse it. Unfortunately your path is littered with Booby Traps. To say nothing of a very determined Hit Man, who follows your every move as you race to stop havoc and devastation.

To further confuse you, you may only use each path once. So take care you don't get trapped. In the direst emergency it is possible to make a new path, but that will take the one thing you haven't got . . . time!

WORMS What's slimy and nasty and ties itself . . . and you in knots?

You control the worm as it grows and grows, relentlessly filling the screen with its segments. Take care to keep clear of your own tail, as contact means certain doom.

Only by exactly locating the Black Segments can you cross your own path. But watch out for the Bluebottles. You must eat one to avoid crushing yourself to death . . .

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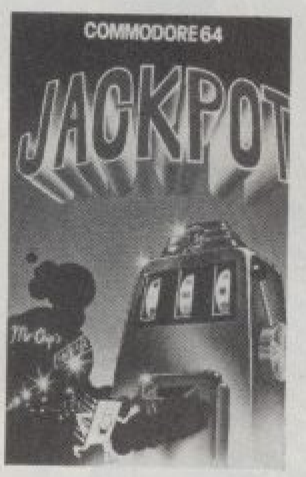




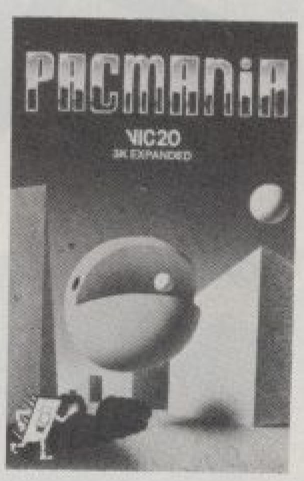
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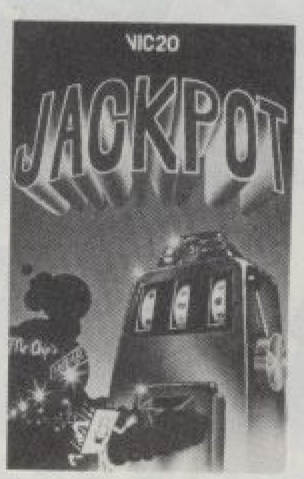


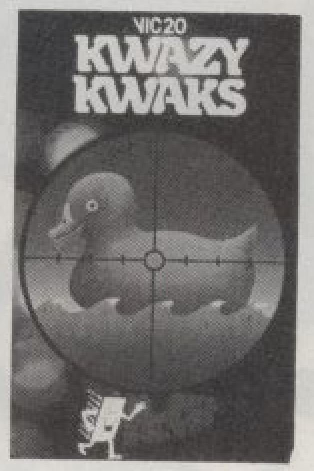


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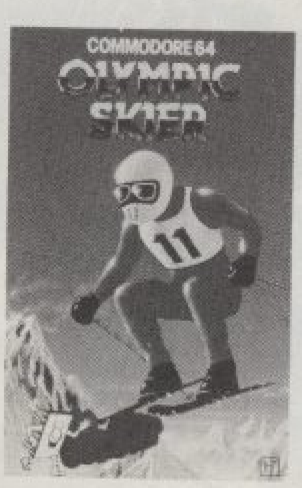






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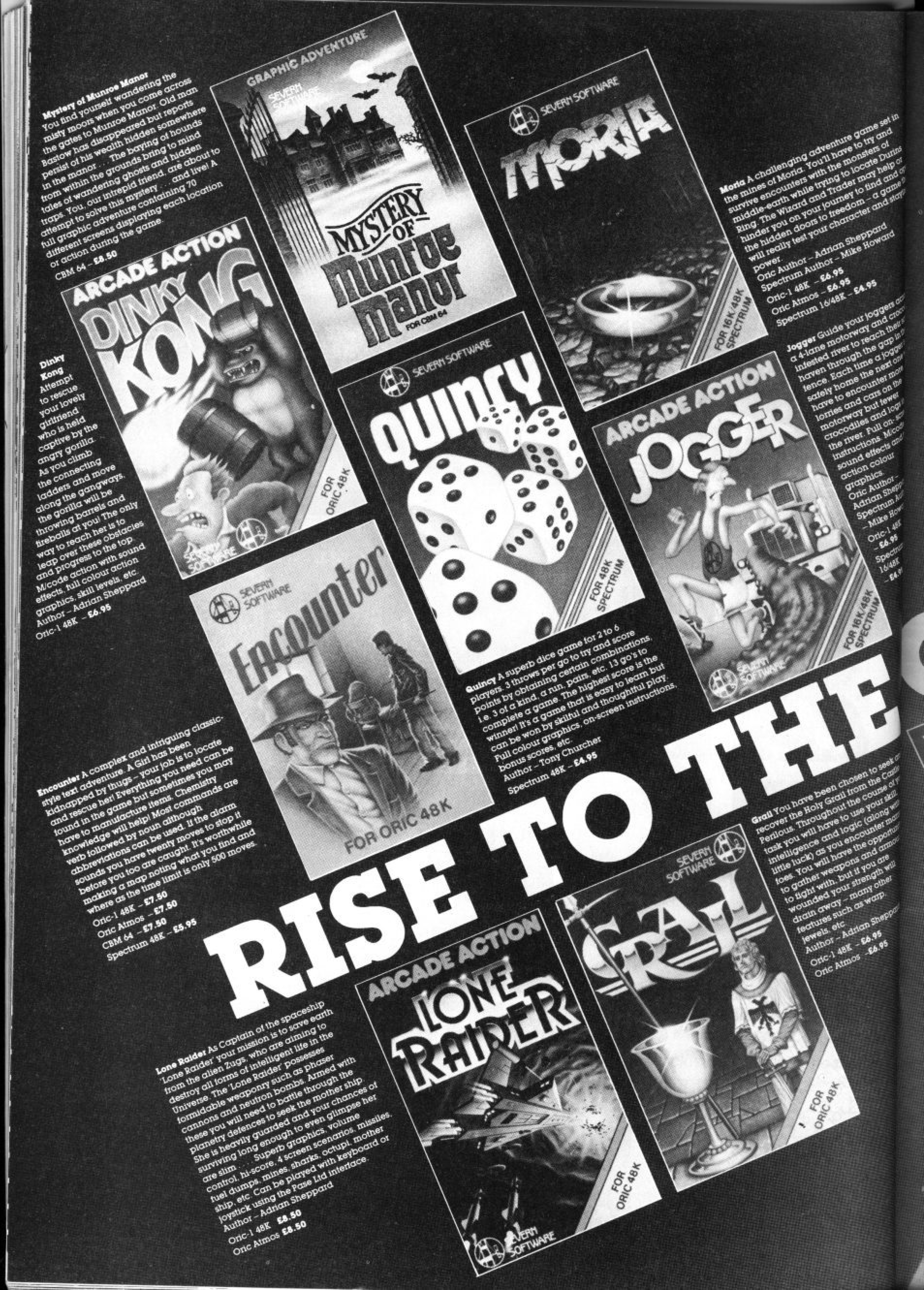
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Game(s) required ....

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Address ....

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GRAPHIC ADVENTURE
SEVERN SOFTWARE
MYSTERY OF Munroe Manor
FOR CBM 64
Mystery of Munroe Manor You find yourself wandering the misty moors when you come across the gates to Munroe Manor. Old man Bastow has disappeared but reports persist of his wealth hidden somewhere in the manor . . . The baying of hounds from within the grounds bring to mind tales of wandering ghosts and hidden traps. You, our intrepid friend, are about to attempt to solve this mystery . . . and live! A full graphic adventure containing 70 different screens displaying each location or action during the game.
CBM 64 – £8.50
SEVERN SOFTWARE
MORIA
FOR 16K/48K SPECTRUM
Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durin's Ring. The Wizard and Trader may help or hinder you on your journey to find and op the hidden doors to freedom – a game th will really test your character and stay power.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric-1 48K – £6.95
Oric Atmos – £6.95
Spectrum 16/48K – £4.95
ARCADE ACTION
DINKY KONG
SEVERN SOFTWARE
FOR ORIC 48K
Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels, etc.
Author – Adrian Sheppard
Oric-1 48K – £6.95
SEVERN SOFTWARE
QUINCY
FOR 48K SPECTRUM
Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs, etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher
Spectrum 48K – £4.95
ARCADE ACTION
JOGGER
SEVERN SOFTWARE
FOR 16K/48K SPECTRUM
Jogger Guide your joggers ac a 4-lane motorway and cro infested river to reach their haven through the gap in th fence. Each time a jogger safely home the next on have to encounter mor lorries and cars on the motorway but fewer crocodiles and logs the river. Full on-sc instructions. M/co sound effects and action colour graphics.
Oric Author – Adrian Shepp
Spectrum Au – Mike How
Oric-1 48K – £6.95
Spectru 16/48K – £4.9
SEVERN SOFTWARE
ENCOUNTER
FOR ORIC 48K
Encounter A complex and intriguing classic-style text adventure. A Girl has been kidnapped by thugs – your job is to locate and rescue her! Everything you need can be found in the game but sometimes you may have to manufacture items. Chemistry knowledge will help! Most commands are verb followed by noun although abbreviations can be used. If the alarm sounds you have twenty moves to stop it before you too are caught. It's worthwhile making a map noting what you find and where as the time limit is only 500 moves.
Oric-1 48K – £7.50
Oric Atmos – £7.50
CBM 64 – £7.50
Spectrum 48K – £5.95
RISE TO THE
Grail You have been chosen to seek a recover the Holy Grail from the Castl Perilous. Throughout the course of t task you will have to use your skil intelligence and logic (along wi little luck) as you encounter ma foes. You will have the opportu to gather weapons and armou to fight with, but if you are wounded your strength wil drain away – many other features such as warp, jewels, etc.
Author – Adrian Sheppa
Oric-1 48K – £6.95
Oric Atmos – £6.95
ARCADE ACTION
LONE RAIDER
SEVERN SOFTWARE
FOR ORIC 48K
SEVERN SOFTWARE
GRAIL
FOR ORIC 48K
Lone Raider As Captain of the spaceship 'Lone Raider' your mission is to save earth from the alien Zugs, who are aiming to destroy all forms of intelligent life in the Universe. The 'Lone Raider' possesses formidable weaponry such as phaser cannons and neutron bombs. Armed with these you will need to battle through the planetry defences to seek the mother ship. She is heavily guarded and your chances of surviving long enough to even glimpse her are slim . . . Superb graphics, volume control, hi-score, 4 screen scenarios, missiles, fuel dumps, mines, sharks, octupi, mother ship, etc. Can be played with keyboard or joystick using the Pase Ltd interface.
Author – Adrian Sheppard
Oric-1 48K £8.50
Oric Atmos £8.50

Utilities

Address File Manager This is a new departure for software for the Oric-1 micro. It will allow you to keep ALL your important records of NAMES & ADDRESSES. Up to 255 can be kept in each file and files can be SAVED & LOADED using an ordinary cassette recorder. This means an unlimited amount of information can be permanently stored in a convenient format.
Features: Menu-driven • Prompted Keyboard entry of data with check • Delete option for old data • Search by surname (handles multiple occurrences) • Saves and loads NAMED files to cassette • Prints on Screen or Printer • Up to 255 records can be kept in each file. The program gives all information to the user in real-time and can be used by anyone who can operate the Oric-1.
Author – Mike Howard
Oric-1 48K – **£6.95**
Oric Atmos – **£6.95**

Oric Atmos Extended Basic No Atmos programmer can afford to be without this program! 23 extra commands yet taking up only 3K of RAM.
Commands include: Copy • Scroll • Rotate • Write • On & Off clock • Reset time • Extra sound commands • Facility to enter in upper and lower case and others • Demonstration program and full instructions included with programs to enter yourself.
Author – Adrian Sheppard
Oric Atmos – **£8.95**

Oric-1 Extended Basic A must for the programmer! Extended Basic offers the user 13 additional commands to the present Oric-1 48K commands and yet only takes up 2K of RAM.
Features: Commands include: Verify • Write • Recall • Find • Scroll • Draw box • Rotate and others. • Takes up only 2K of RAM, so plenty of memory left for users to program. • Demonstration programs – all detailed in the cassette inlay. • Full instructions.
Author – Adrian Sheppard
Oric-1 48K – **£7.50**

Oricade A combined assembler Disassembler and editor for the Oric.
- Handles full 6502 Mnemonics.
- Features Save and Reload M/C.
- Assembles and disassembles at any address.
- An essential tool for any serious programmer.

Author – Adrian Sheppard
Oric-1 48K – **£8.50**

The Typing Wizard If you want to learn to type or improve your typing capabilities this program is a must. Continuous on screen displays and sound routines keep your eyes up and away from the keyboard to develop the proper technique. The teaching method is on a row to row basis starting at the home row with others being added. Each lesson has letter, groups of letters, word and finally sentence drill and at the end of each lesson the speed is given in words per minute and a count of the number of errors is given. A beep signals any errors during the exercises. You couldn't find a more patient teacher.
CBM 64 – **£8.50**

CHALLENGE

with your Oric-1, Oric Atmos, Spectrum or CBM 64.



Ghostman Control Ghost-Man around the maze eating dots and fruit and avoiding the ghosts, who are very clever at finding you. If you are cornered by the ghosts, try to get to a Power-Pill (there's one in each corner) so you can become temporarily invincible to the ghosts. You can even catch the ghosts for extra points! When you have eaten all the dots and fruit you proceed to the next level where the action is even faster. Machine code action and sound, 9 levels of difficulty. Ghosts, Ghost-Man, Dots, Power-Pills, Fruit and Hi-Score.
Oric-1 48K – **£7.50**
Oric Amos – **£7.50**

All Oric-1 and Oric Atmos titles available from Laskys. Dinky Kong also available from W H Smith. All Oric-1 and Oric Atmos titles are recommended by ORIC PRODUCTS INTERNATIONAL LTD.

All Spectrum software is available on MICRONET 800.

Other titles available from selected retail outlets or direct from:
Severn Software
15 High Street
Lydney
Gloucestershire
GL15 5DP

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SEVERN SOFTWARE

EXTRA BITS!

Two things which make a micro are hardware and software. Software is the part you can't see — the program, recorded on tape or disk. Hardware is that part that you can see — the computer itself, disk drives, the cassette recorder, a printer. Anything which you plug into your micro to add certain facilities or functions is called a peripheral.

In February's *C&VG* we decided that it was about time we looked at some of the hardware which might interest the games-playing micro-owner.

Since then, a lot more add-ons have been released, so we've decided to make Extra Bits a regular feature.

You'll find all the latest hardware releases in these pages every three months, just to prove that we know there's more to the hobby than software.

So if there's anything that you think deserves a mention and perhaps a review on these pages, then drop me a line with some details.

If you're already in with the communications revolution then you may be a member of Micronet. If so, write to me via Mailbox. My account number is 012 786 556.

NOT THE ZX83

Launched in February amidst great anticipation, the QL is still pretty scarce. Speaking at its launch, Nigel Searle said he was confident that the machine would, like the Spectrum and ZX81 before it, sell a million.

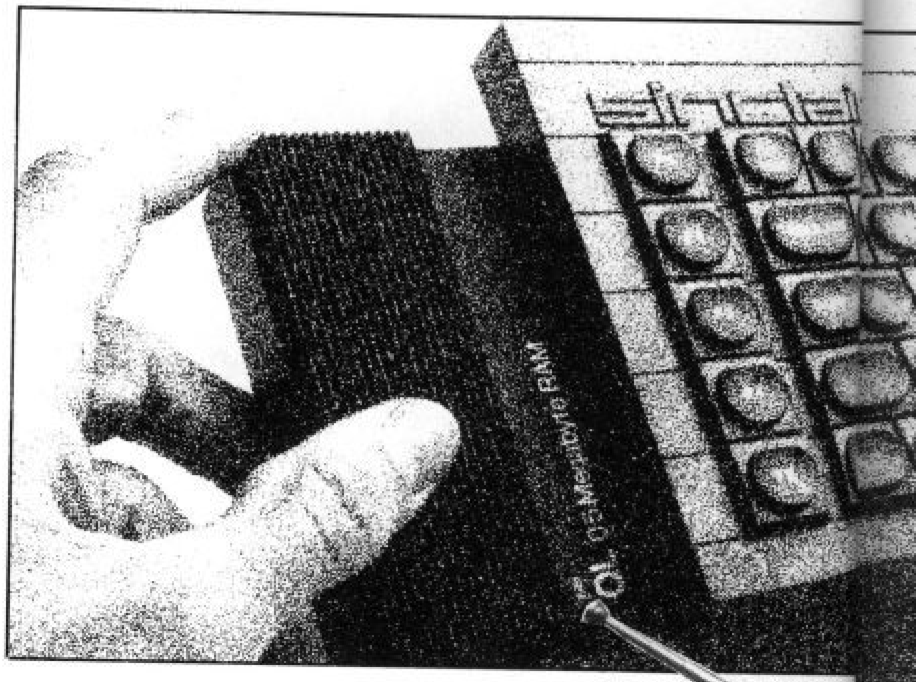
If the amount of unfulfilled orders is anything to go by then his hopes should be realised.

A lot has happened for the games player since February. One of the most interesting and closely-watched launches was Sinclair's new micro — the QL. The initials stand for Quantum Leap which sounds like it should mean enormous but, in fact, means quite the reverse. A quantum leap is the smallest possible.

Maybe Clive doesn't mean it's a giant leap forward at all. Perhaps he thinks it's only a small step down from, say, an IBM PC which costs many times more. Indeed the free software which comes on microdrive cartridge with the QL will soon be made available to IBM owners, at a cost of around £800.

Although Nigel Searle, Sinclair's Managing Director, said at the QL's launch that the machine was aimed at small businesses and not at the games market, many software houses are realising how good a machine the QL will be for writing games on.

It's very fast. It has 128k of RAM; enough to store a very large arcade game, and for adventure freaks, the 800k of space available on microdrives could bring some of the traditional adventures out from the massive mainframe computers and onto a home micro for the first time.



SPECTRUM INTO QL WILL GO

Software house Joe the Lion is currently working on a Spectrum emulator for the QL. This, we're promised, will allow you to load and run Spectrum games on your new QL.

The adaptor to handle the cassette input (the QL works only on microdrives) plus the software will cost around £25.

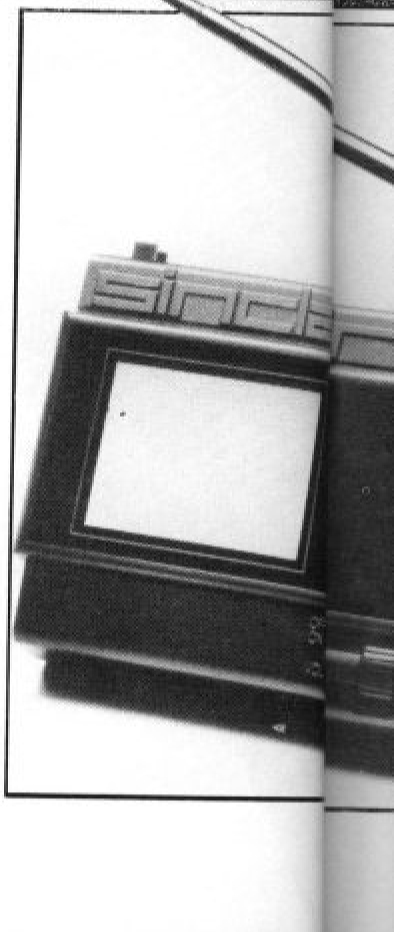
MONITOR YOUR SPECTRUM

Spectrum owners unhappy with the quality of the display which the machine produces on a normal television can now use a professional monitor, but luxury comes at a price.

There are two ways of linking a Spectrum to a monitor. Microvitec, well known maker of display monitors and given much publicity on the BBC's Computer Programme, now has a monitor especially for the Spectrum.

And if you think you may ever outgrow your trusty little micro with rubber keyboard, then it'll also fit a QL. It's a standard monitor in a black case to match Sinclair's fairly uninteresting colour scheme.

As well as having standard connections for a BBC and QL (which has normal RGB output to drive standard monitors), it is also the first to have the added circuitry inside to accept a con-



nection straight from the Spectrum's edge connector.

Although a video signal is available from this connector, it is not in the correct form to be used by a monitor and until now no-one has converted it.

The Microvitec product in question is the 1431 and it costs £286, which is around £35 on top of the basic Beeb-only model. This covers the extra chips and things to handle the Spectrum.

IT'S A MIRACLE

If £35 for a few chips sounds a little expensive to you, then you obviously haven't heard of the Miracle Systems MI3 interface.

It's a fairly large black box which you plug into the back of the Spectrum. It then has a socket on the outside to allow a normal RGB monitor to connect to the machine in the same way as the BBC. In effect, this machine has the same circuit as the special Microvitec monitor but fits on the Spectrum directly instead.

As an added extra, it also contains a sound amplifier. A volume knob on top is provided to keep the neighbours happy and the box takes all its power and signals from the edge connector. And so it should — at a cost of just over £70. It's better value to buy the Microvitec monitor and put your ear closer to the machine. Unless of course you already have a monitor.

And talking of TVs, the new Sinclair flat screen TV is now available, but still only through mail order. It costs £79 and is a true pocket television. You can run it from a mains adaptor or a special battery. There's no connection for linking it to a computer, although such a facility would be impractical anyway and rather difficult to read.

RISING THERMALS

Until recently the only printer which would connect straight to a ZX81 or Spectrum without extra hardware was the official Sinclair electrostatic printer. Currently priced at £39, it's still pretty good as value goes. Problem is that it doesn't go very far where print quality is concerned. The paper's also quite expensive and is difficult to write on.

Without opting for the expense of a professional dot matrix or daisywheel printer, there is still a happy medium to be found (Russell Grant take note) in thermal printers. These use special paper, but it's treated in a different way. It's a lot thinner, and you can write on it too. Rolls of this thermal paper cost around £1 each and, because it's thinner, you get a lot more on a roll.

There are two thermal models, distributed by Dean Electronics. Called the Alphacom 42 and 32, they cost £99.95 and £59.95 respectively.

The 32 will plug straight into a Spectrum or ZX81 and print the full graphics of the machine. As well as being easier to read than the output from Sinclair's device, it also prints faster.

The model 42 comes complete with an interface to link the printer to an Atari, Vic, 64, Dragon or BBC and prints all the graphics. Further interfaces can be plugged in and they cost £25 each. So if you've got a Beeb and a Dragon, you can link them both to the printer for a total of under £125. The Commodore version works with both the Vic and the 64, and even prints cursor control characters properly.

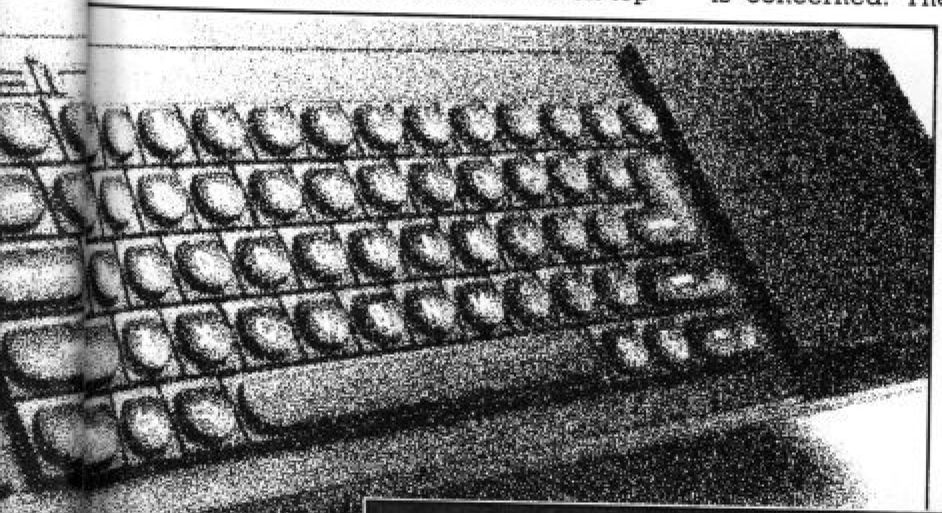
A couple more Commodore add-ons have arrived recently. Protek has brought out an interface which will allow you to use any tape recorder with your Vic or 64 — you won't have to fork out for the overpriced Commodore version. This box of tricks cost £9.95, and Protek is based in Edinburgh.

TRUE MAGIC?

Facing imminent launch from Commodore itself is Magic Voice, a speech synthesiser for the 64. It comes as a cartridge but has the expansion slot duplicated on the back, in true Sinclair style, so that you can also plug games in.

Some speech systems work on allophone systems. This splits the words up into syllables so that you can produce any word.

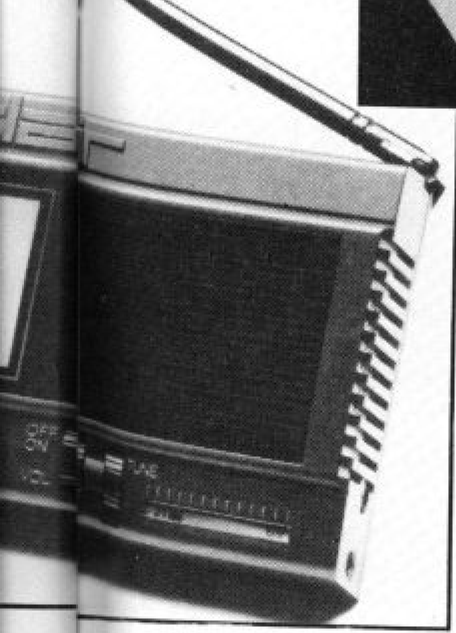
The Commodore unit only stores whole words, and can hold 235 of them. You can change this list of words if you can digitise your own voice. Commodore will be launching such a system in the summer, called Voicelab, which will



The minor Miracles WS2000 modem costs £99 + VAT. Output is via an RS 232 Din socket at the back and a lead will connect it directly to a BBC B. Software is available for other micros too.

You'll also need software to drive the modem. Micronet's own software will link you to their system, although to make full use of foreign and British bulletin boards you'll need some terminal software such as Termi, from Computer Concepts.





Billed as the world's smallest TV, the new Sinclair device features a 1½ inch screen. Power is from either a mains adaptor or special battery. Picture quality is excellent, although sound is rather distorted at louder levels. Available only through mail order the set costs £79.95. Power adaptor and batteries are extra.

This new screen technology has still to be used as the display for a computer. Until the size of the screen can be increased, this will be impractical.

EXTRA BITS!

let you do just this. No price has been announced for this, but Magic Voice itself costs £49.95.

No doubt other software companies will produce games with built-in speech, but Commodore has started the ball rolling with "Wizard of Wor".

MICRONET HITS 64

Also due out soon for the 64 is a Micronet modem to allow you to link up to the Micronet service. Launch date for the system is mid May, and until then they'll all be hard at work preparing the Commodore 64 database of news, reviews and software.

DISK OR MICRODRIVE?

Since the launch of the Byte Drive 500 from ITL, you can now buy a true 5.25in floppy disk drive from your local Spectrum dealer. Based around a Shugart drive, the package includes all the necessary interfaces to link to your Spectrum and costs £245. The interface alone, which allows you to use the drive of your choice, costs around £90.

However there are a couple of problems with the device. A couple of people have told me that it's rather difficult to use and that the commands are rather complicated — especially in machine code.

Slightly more serious is the almost total lack of software released on disk for the Spectrum. This makes the system an ideal buy for a programmer, but not such a bargain for the games player — unless software companies will provide ways of backing up cassette games to disk which is very unlikely in view of recent events.

DRIVE WITH CLIVE

If exercise is the name of the game, then these two new Spectrum add-ons will interest you. A driving module is now available for the Spectrum, similar in function to the add-on for the ColecoVision. It's a steering wheel contraption which plugs into the Spectrum to add reality to those road race games.

The device is produced by Spirit software which is based in London. I can't tell you anymore about the company as they don't have a phone number at the moment. But if we hear any more news about this product, then you'll be the first to know.

Also recently announced is an exercise bike complete with computer interface.

The idea seems to be that you use it like a joystick. In your attempts to outrun a Pac-Man, the faster you pedal, the faster you move on screen.

Sounds quite clever, really, but rather tiring. After 20 screens of action, your legs'll probably feel a little worse for wear.

If you'd like to try your own hand (leg?), then details are from Micro Scope in Maidenhead.

HEARING VOICES AGAIN

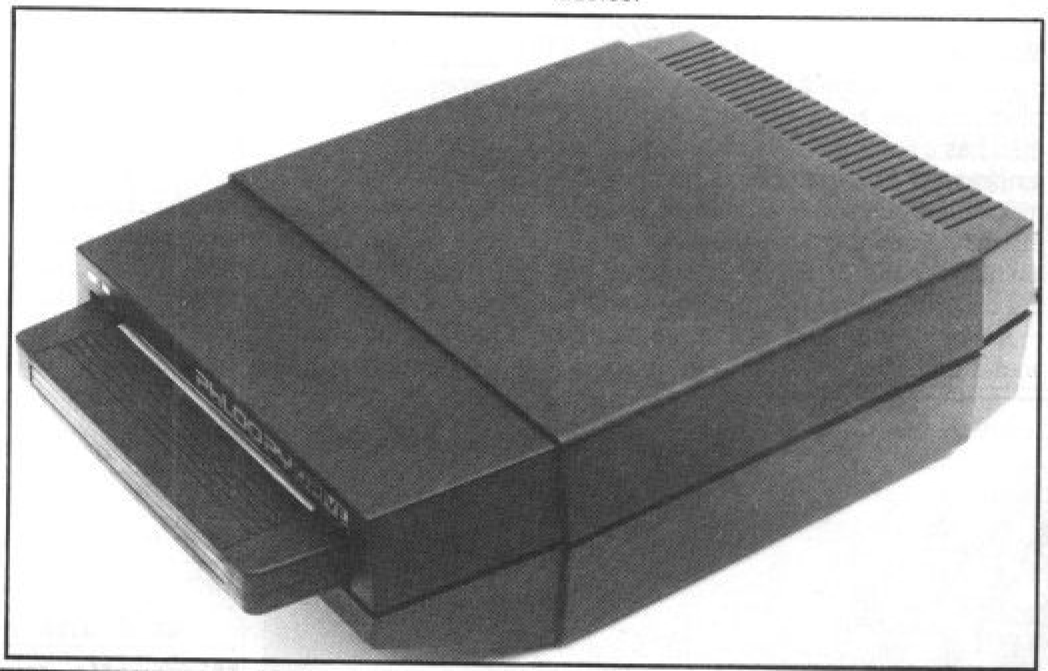
Latest in the line of speech synthesisers to land on my desk is an offering from Cheetah, which comes as a little black box (don't they all) and sits on the user port at the back of a Spectrum.

Unlike the Commodore Magic Voice cartridge, this one uses a system of allophones. This means that instead of storing whole words, it stores syllables which you can link together to produce absolutely any word in any language.

Although this is harder to program, it is far more versatile and well worth the extra effort. You won't need any software to run the package — it's all on a ROM, so there're no tapes to load.

It does come with a cassette demo, though, complete with sample speech in foreign languages, including German and French. And the Scottish one's pretty funny too.

Sweet Talker, from Cheetah, costs £29.75.





The Phloopy tape drive is an alternative to a real disk drive for BBC owners. You don't need a DFS; the interface costs £26 and is supplied with the drive. The unit itself costs £99 + VAT and each tape holds a minimum of 100k. The system is compatible with the BBC operating system, and uses less RAM than a normal 5.25 inch disk drive. Interfaces for other micros should follow later this year.

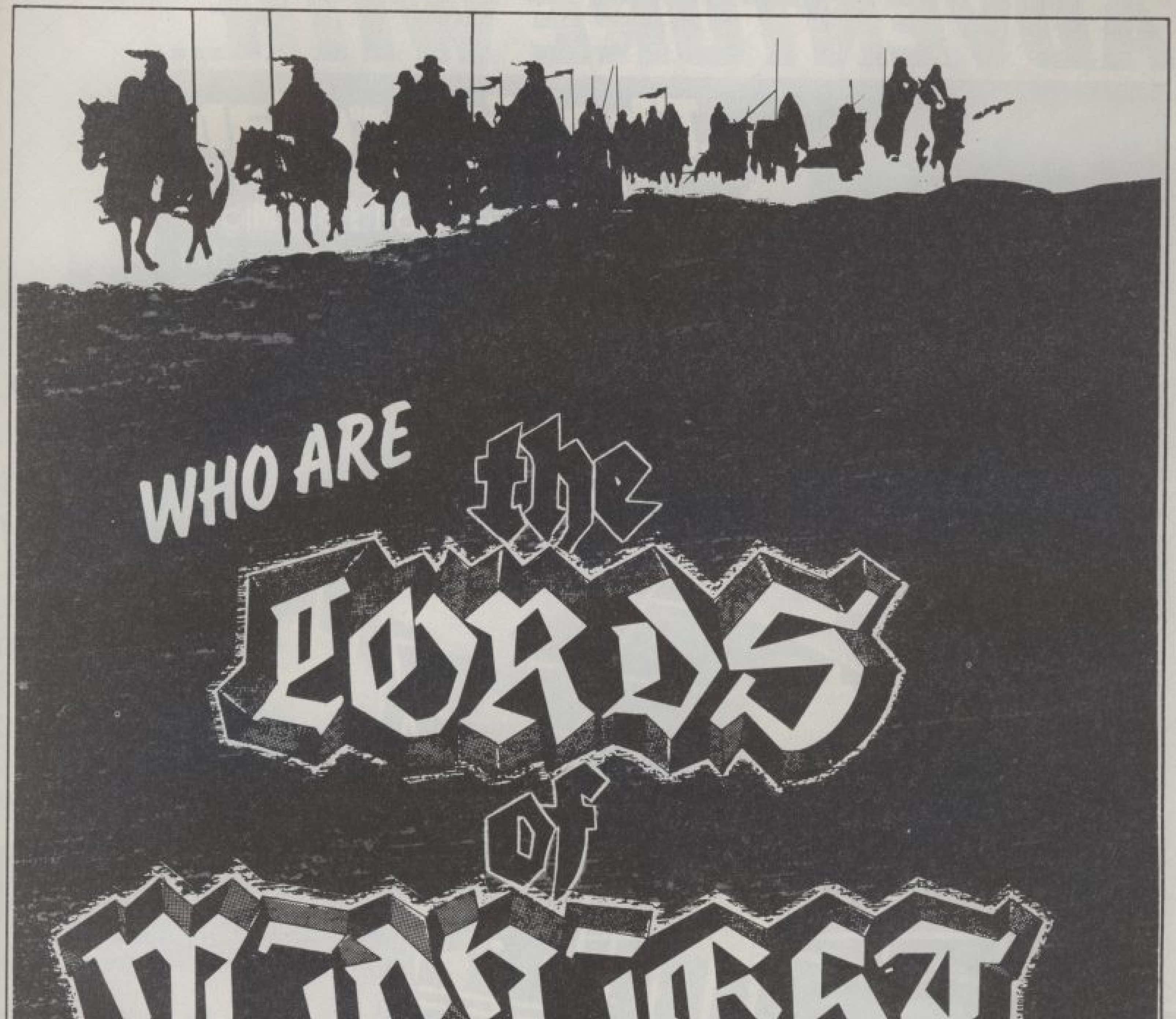
MORE MODEMS

Latest news on the modem front is that Minor Miracles has brought out its world standard modem.

Although still awaiting approval from British Telecom, the company told me this afternoon that, if the customer wants one, they'll be more than happy to supply it. And at a starting price of around £118, I'm not surprised. But rest assured that the product is well worth the money.

It's beautifully made in real plastic, and features all the different baud rate settings. As well as allowing you to link up to Micronet, you can also dial up the various 300 baud bulletin board services which are run in this country.

And, if your 'phone bill can stand the pace you can try some of the foreign ones too. The modem will handle all the different rates, leaving you to worry how you're ever going to pay for all those international calls.


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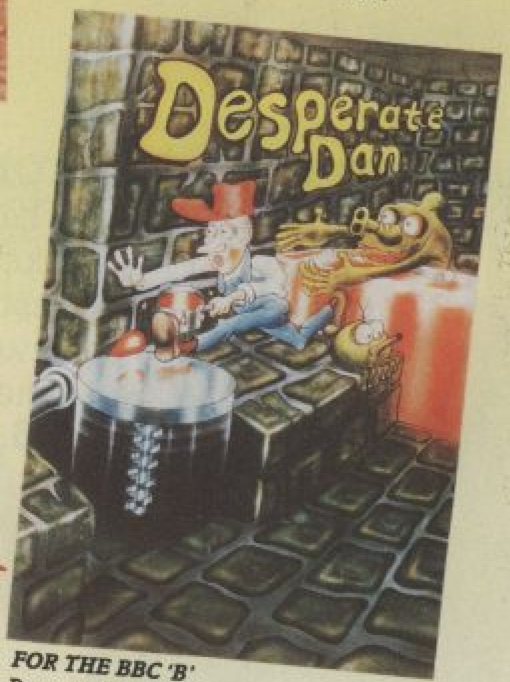


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TWIN KINGDOM VALLEY

Eat your heart out Bilbo! So say the adverts for *Twin Kingdom Valley*, thus immediately inviting comparison with the *Hobbit*. Presumably the reference is to the lack of space for Hobbit graphics in the BBC micro. Be that as it may!

Now there are graphic adventures and text adventures and each type has its fans. Personally, I find that the novelty of colour graphics, except where used as an integral part of an Adventure, soon wears off.

Unfortunately, the graphic adventure usually forces the player to watch the picture when the program calls for it, unlike the illustrated book, in which pictures, if any, can be perused at leisure. One up for Dan Diamond!

TKV offers the player four graphics-control options, one of which allows them to be switched off altogether. This may appeal to those who can't stand the sight of trees with red bark. Of course, the graphics are still there lurking in memory, where otherwise could be stored enhancements to the text and program.

TKV is set in a valley ruled by two kings who hate each other, an unlikely situation, if you think about it.

Your objective is to collect treasures. The locations are mountains and valleys, caves, a desert, a moor and so on.

There is also an inn which sells what seems to be a very powerful beer! The plot and setting are, in combination, nothing special. The response is quick, and the game quite interesting to play, but death comes fairly frequently and in some cases, unavoidably.

This is tiresome, as *TKV* suffers the same dire user-hostility as BBC Hobbit — die and you face a reload! That is, unless you have a saved game on tape, when you can recover to your saved position and continue. Why do they write them like this, I ask?

My advice for players of *TKV* is — save a game as soon as you start, so as to always be able to get back in. Mind you — the data saving on this game is almost as long as the initial load time, so if you don't like tape waits — avoid *TKV*!

The game has a random element in the placement of objects but the randomness doesn't match up to that independence of character shown by Thorin, Gandalf and Co. There — I've said it! Something good about *Hobbit.* Eat your heart out, Bug-Byte.

Twin Kingdom Valley is from Bug-Byte, for the BBC, Electron and Commodore 64, price £9.50.

HELLO HELLO!

This month the Helpline team gains another member, Simon Marsh. Simon has been a regular contributor to Helpline for some time, and you may recognise his name from these pages.

Let me tell you a bit about Paul and Simon. Paul Coppins is from Essex, and specialises in Atari adventures. Indeed, he seems to devour them at an alarming rate. With 3 *Zorks* and 12 Scott Adams behind him, to mention but a few, when I met Paul I was soon convinced that he was a master puzzle-solver. I look forward to timing him on Scott's new Adventures, due out later this year!

Simon lives in Surrey, and is currently studying A level Computer Science. His circle of friends includes a number of keen adventurers owning a variety of micros. Simon himself specialises in Dragon adventures, but will no doubt be craftily picking his friends' brains and taking over their micros when he gets one of your more difficult pleas for help!

Both Simon and Paul, as well as helping me to answer your pleas, will be writing occasional reviews, for an 'Adventure review extra' feature which we will be presenting bi-monthly starting next issue. Watch out for it!

MISSION OM

Not a spy saga, as one might think from the title, but another of those Spell, Damage, Strength, Armour, Energy-type Adventures.

A formatted screen is used to display all the above characteristics on a points scale, with an adjacent box for inventory.

Below these two boxes the location details are displayed, and then the screen is lined off, to show the conversation below.

This display was crystal clear, and pleasing to the eye. I am not over keen on this type of game, but so far it held promise.

After a short journey, a little sprity-creature bounced down into view, and a warning siren sounded. I was about to be attacked by an Om-nivore.

This is where the energy, strength and spell points came into play. The Om-nivore's attributes were displayed in place of the inventory box, and the battle commenced.

A lot of what ensued was fairly random. Suffice to say I clubbed the little devil to death, and the cave now had the faint smell of Om-nivore droppings — presumably he had been somewhat scared of me all along.

The game has many interesting ideas, not a particularly easy vocabulary, and one annoying feature. Don't they (nearly) all?

The program takes ages to load, and then it is necessary to reverse the cassette, and read data in from the other side.

So I eventually got going. But on being attacked by a strong Stone-thing-ummy, another unfairly random fight ensued, and this time I lost. And as a punishment, to play again, I had to load in the data side of the tape.

Oh woe is me! Next time I played, I was feeling rather nasty and, needing one of those impossible-to-guess but well-known phrases, I typed and got the reply "I could use some of that for the roses".

Sometimes you can forgive a game its faults, can't you?! But I was left wondering why he didn't use what the Om-nivore left behind!

Mission OM is for the Commodore 64 from Spectresoft, price £7.95.

BY KEITH CAMPBELL

HELPLINE

Cheating to unravel the secrets of an Adventure is becoming more and more sophisticated — in fact, almost a science in itself.

Peter Harrap from Doncaster has been digging deep into Hobbit, and come up with an Assembler program for the Spectrum which, he says, will save every possible position onto tape.

The tape can then be loaded as though you had actually reached any position. There are a couple of snags though — there's not enough room to print it here, and the resultant recording will occupy 2 C-60 cassettes!

A plea now, from Hywel Roberts, a regular *C&VG* reader from Llanfairpwll. How to reach the house without getting shot by the gamekeeper, and how to avoid getting stuck down a mineshaft without a wick in *Feasibility Experiment*.

Thanks to Anthony Griffiths of Llandudno, who sent in some step-by-step hints on *Golden Apple*, with a very amusing commentary from one who has obviously played Adventure before! He enabled me to pass on some useful information to Max Berle over in Belgium.

N. Machin of Sutterton, Lincs, keeps falling into a pit in every direction in *Tombs of Xeiops*. He asks is there ANY way out?

An interesting discovery has been made by Andrew Dilley of Godalming. He has been PEEKing at *Pirate Adventure*, and spied the message "POOF! THE GAME'S DESTROYED". Try as he might, he can't get this message to appear when playing the game. Unfortunately, he doesn't mention which micro he was using at the time. Anyone else spotted this one?

Darren Evans has sent in some useful *TRAAM* hints, and in return asks — how do you get the rod in Starcross's alien ship?

Eliot Wong is trying to squeeze through a narrow crack in Hammersmith, hopeful to catch Pegasus in *Perseus and Andromeda*. Can anyone help him?

The Castle from Bug-Byte is bugging Wesley Kerr of Glasgow. How is it possible to defeat the werewolf, what does the message in morse mean, and how does he get out of the maze he's lost in?

The Ofnir, first quest to be completed in *Valhalla*, is giving many causes for concern. Not so for Joe Hon who wrote from Amsterdam. He, like Darren Waller of Kidbrooke, has found Ofnir, so his tips, printed upside down elsewhere on these pages, should be good ones!

He and Darren are now languishing in the pits of Hell, trying to find Drapnir. Can anyone help them? Or can you help Philip Mawson of Barnsley to find darkness in Midgard?

Meanwhile, Darren has found another *Hobbit* funny. He writes that if you attempt to use the magic door (when Thorin is dead) or (Thorin not with you AND not been captured) — got it? — you will get:

Araw it! + ryecrackers, Dlake par
Something drops from above and stings,
You are dead!

"Nice, huh?" asks Darren. "Is an Araw a new kind of monster?", hoping to be able to use it in a new adventure he is currently writing with the Quill!

Brendan Pollitt from Stranraer writes in with help for Andrew Kennedy and Craig Lee, who were stuck at Velnor's Lair waterfall. He can't get past it either, but (shh!), he solved the game!

Raaka Tu has reared its ugly head again! Paul Entwistle is highly frustrated! He can't get past the stone gargoyle EVEN THOUGH HE KNOWS HOW! How can he avoid falling down the pit so as to get the poisoned candle?

Those readers who have tried *Snowball* from Level 9 are writing in proclaiming it to be one of the best Adventures they have ever played. I agree, and also that the claim that the average Adventurer should complete it in about two weeks is way out!

As James Jennett of Widnes says: "Oh well, 1.30 in the morning — the night is still young!" It's going to be a long haul, chaps . . .!

A new disease is springing up amongst Adventurers, possibly incubated by the recent sudden increase in new releases.

This, according to Paul Badock of East Grinstead, is NAF, SHORT FOR Nutty Adventuring Frustration! And judging by my postbag, it's reaching epidemic proportions.

So if you are suffering from it, write to Keith Campbell's Adventure Helpline, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ, for a prescription.

If, on the other hand, you can help to relieve another's suffering, please send your cure along to the same address.

INSIDE THE EGG . . .

PQ
To get to the solicitor's office, you must enter the granite maze, and then take the following directions: W,N,U,E.

VALHALLA
Enter Krank's Hall and, after killing Krank, go NW in search of Ofnir. Do not wear the helmet if you wish to go NW, N or NE from El Vino's.

ESPIONAGE ISLAND
I'm getting SWAMPED with letters about this game! You should have the sequence of directions you need all SEWN up by now!!!

ZORK I
The EGG! Think hard — who would have the experience and expertise to open such a delicate device? Be nice to him, and he may help you! The Chalice! Alas, you may have to turn on your friend, unless you give him something of value.

LORDS OF TIME

Not a Dr Who adventure, but connected very closely to the workings of a grandfather clock! It was designed by Sue Gazzard, mother of two boys and reluctant housewife!

The design was implemented by and is the latest offering from Level 9. It has their usual format — wordy descriptions, many locations, fast response, and occasional screwed-up text decompression.

You are recommended to play this game in short bursts, and indeed, the structure of the plot lends itself admirably to short sessions. Without giving too much away, the many locations are arranged into nine separate levels, and each level can be explored independently.

In fact, it is necessary to make reconnaissance trips to see what's around, before coming to any conclusions on how best to proceed to solve the game as a whole. If this sounds complicated, it isn't in practice, once you get the hang of moving round.

Each level of the game, which can be freely selected, has a theme of its own. One minute you might find yourself on a Viking ship — the next, playing a lute by a four-poster bed. Or trying to tame large woolly mammoths!

The logic of the fairly extensive vocabulary, does suffer some mental lapses. Too many times I seemed to get "Arfle barfle gloop?", Level 9's standard reply to what the program decides is rubbish and, when aboard the Viking ship, EXAMINE SHIP elicited the response "You can't see a moored Viking longship with a fierce dragon prow". A box of matches, when checked, contained "4tches".

But it would be churlish to carp too much about this, as the game is a light-hearted one which is fun to play, not too difficult to progress in, but will, I suspect, take rather a long time to complete. Who could ask for more?

Lord of Time from Level 9, for a wide range of micros, costs £9.90.



SOMETHING COMPLETELY DIFFERENT

It is unusual for an Adventure to offer different levels of play, but then *Cricklewood Incident* is an unusual Adventure!

To start with, you must select a level in accordance with your ability — Utter Wally, John Travolta, Gengis Khan, Superman or Geoff Boycott.

The screen is formatted in an unusual way too. There is a section describing your location, another, your exits, and alongside this is your current state of health. Starting off as 'You feel great', this usually deteriorates fairly rapidly as the game progresses.

To move around at will is fairly difficult, due to the intervention of the fuzz, an alien spaceship, and a band of Hell's Angels. If the fuzz strike, you usually end up in a cell, but don't worry — you can walk out at will! The alien spaceship is a nuisance. After analysing you, you are usually discarded as uninteresting, but might end up anywhere.

The Hell's Angels are killers. You go into a real-time fight, with various tactical key-stroke options. These range from retreating to the use of the knee.

Travel is by bus and train — IF you can find one and have the money. And then there's that push button with the 'forbidden' sign. An open invitation, isn't it? So I fell for it!

The object of all this is to find the Holy Grail, and if I mention the words 'Yangtse', 'pointed stick', and 'yet another minute passed', those of you who have spotted the link will probably, like myself, spend more time searching for a Norwegian Blue (beautiful plumage!) than the Grail.

The *Cricklewood Incident*, which I played on the Dragon, together with a BBC and Spectrum version, are from Salamander Software. The game is also known as *The Streets of London* on the Commodore 64, and marketed by Supersoft.

I haven't played very far into it yet, but intend to go back as soon as my son lets me back on his Dragon! And if you like it — take heart — there's more on the way!

GET A LOAD OF THIS

Most micro-owners start off with a cassette-based system, and those who get hooked, very soon itch for a disc drive.

Their reason is usually frustration with tape loading times and errors. After all, who wants to hang around constantly trying to re-load a game that is proving difficult?

I recently suffered an incredible 18 minute tape load on a Commodore 64 only to end with a locked-up computer.

But a disc drive offers many more advantages than speed and reliability of loading. Those of you who have tried saving data to tape will realise that it is necessary to wait until the bit of tape with the particular record required passes through the tape before it can be read by the computer. A disc drive is not a sequential device like the cassette, and can access records in any sequence. This is known as 'Random Access'.

Games, particularly Adventures, can be constructed in such a way as to make use of this characteristic of discs.

Thus, although it is true that any tape game can be converted to run from disc, the opposite is not the case.

I mention this because many readers write asking if there is anything intrinsically different about Adventures such as *Zork*. There is.

Zork is much bigger in size than the memory of the micros it runs on. It contains vast amounts of highly interesting and amusing text, and takes place in a relatively enormous land.

This is achieved through loading and reloading different data as the game progresses. The program is always 'resident' in the computer, but different data is read in from disc when called by the program. This depends on your circumstances and location in the game at any given time.

The speed of reading is such that, if you were not able to hear the drive cut in, you would hardly be aware that a disc access was being made. But were you to remove the disc from the drive whilst playing the game, all would be well until the program called for data from the disc. With a tape file, data cannot be read outside a set sequence.

I have a TRS-80 with a couple of drives, and *Zork 1*. Unfortunately, I have not been able to obtain *Zorks 2* and *3*. The latter games are, however, easily available for Atari and CBM micros.

Suddenly, everything happens at once.

Paul Coppins, owner and solver of all 3 *Zorks*, joins the Helpline (shows I pick 'em well!) and I receive one of those rare tip letters worth a million Zorkmids!

Mark Thompson from Deepcut near Camberley, has the benefit of *Zorks* on an IBM PC, and a *Zork* User-group map of *Zork 1* gained on a visit to the States.

Mark sent me a copy of the map, plus hints on *Zorks 1* and *2*, some of which are printed upside down elsewhere on these pages. Mark took the precaution of sealing the paper and envelopes containing the tips with disc write-protect tabs. Whoever heard of READ-protecting with a WRITE-protect tab?! A risky thing to do, as I nearly destroyed the valuable tips in my feverish desire to read the contents!

So here's some news for DEC Dungeon players — *Zorks 1* and *2* TOGETHER make 'Dungeon' — there is an exit from Zork 1 which leads to *Zork 2*. As far as I can tell, *Zork 3* is an extra!

Finally — can the jewel-encrusted egg be opened? Look for my tips if you REALLY want to know! And thanks a million, Mark, for your helpful letter — without folks like you, Helpline would soon become 'Question Time'!

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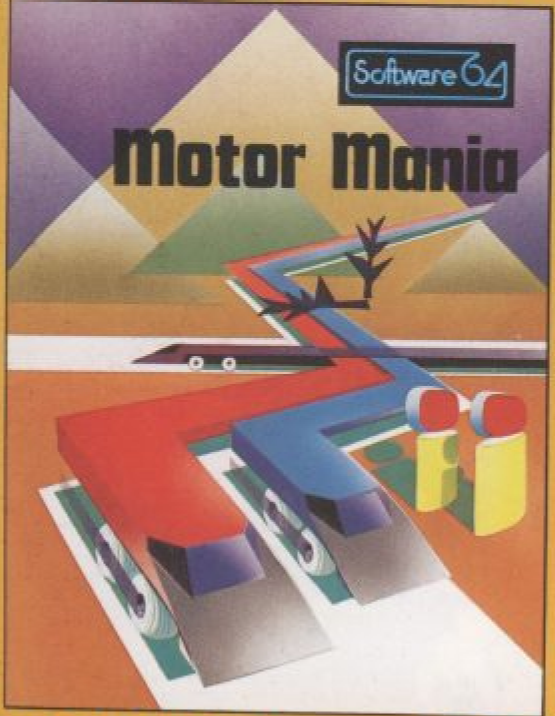
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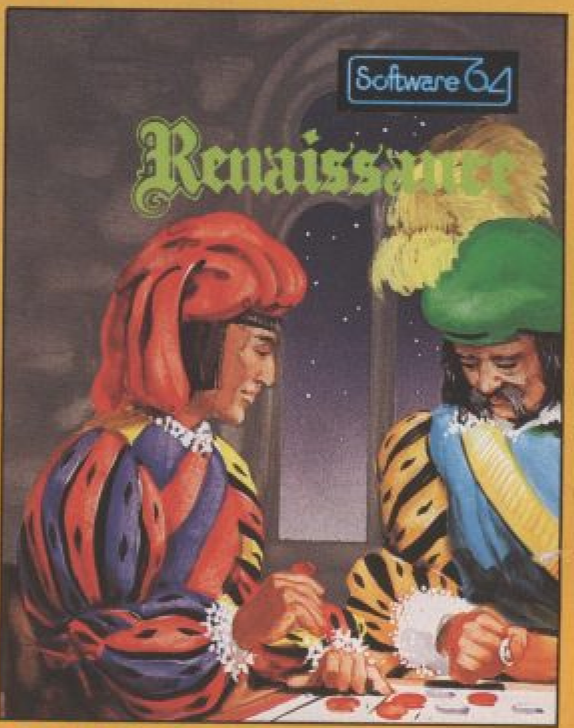
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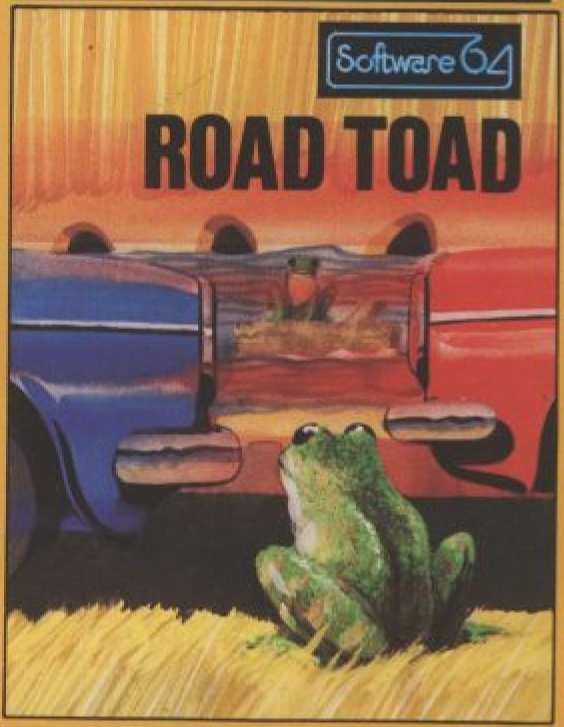
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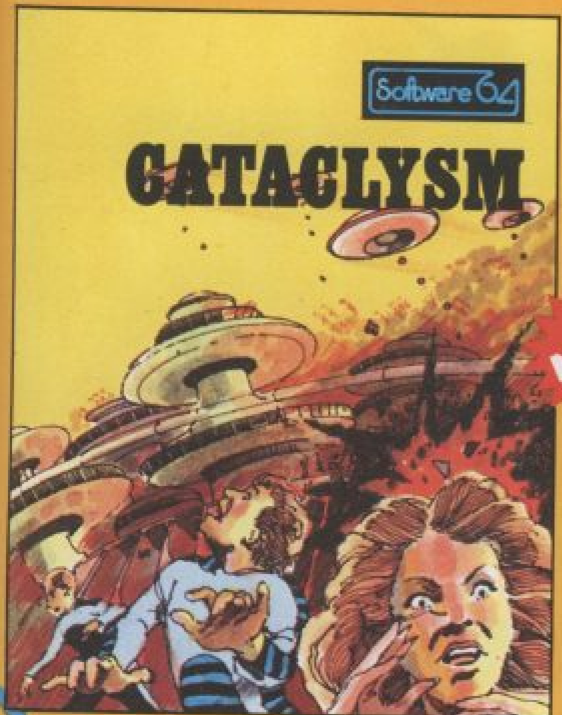
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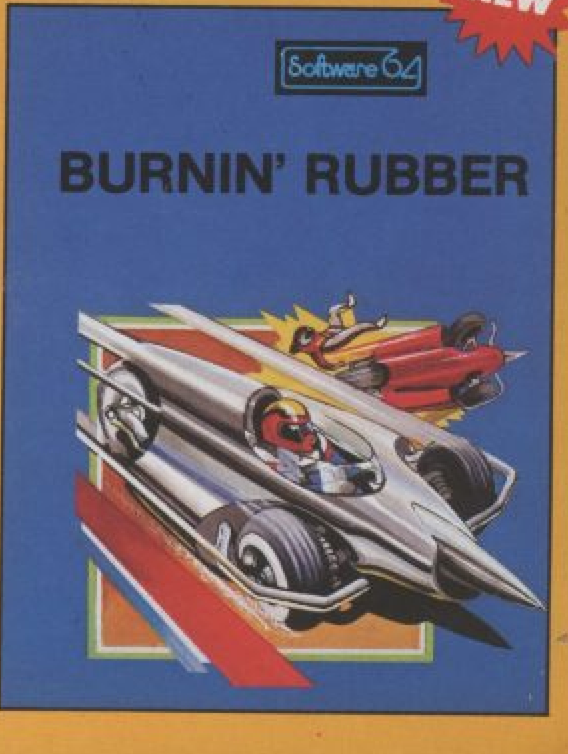
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